

Geometric Modeling

Assignment 4: Mesh Parametrization

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Acknowledgements: Olga Diamanti

CSCI-GA.3033-018 - Geometric Modeling - Spring 17 - Daniele Panozzo

Administrative Details

- HW4 extended 1 week:
 - ▶ Due 4/18/2017, 11:59PM
 - ▶ Demo session still 4/26/2017, 2-3PM
- HW5 out next week

Assignment 4: Mesh Parametrization

Handout date: 03/27/2017
mission deadline: 4/11/2017, 11:59PM
Demo session: 4/26/2017, 2-3PM

In this exercise you will

- Familiarize yourself with vector field design on surfaces.
Create scalar fields whose gradients align with given vector fields as closely as possible.
Experiment with the libigl implementation of harmonic and least-squares conformal parameterizations.

1. TANGENT VECTOR FIELDS FOR SCALAR FIELD DESIGN

Our first task is to design smooth tangent vector fields on a surface; these will be "integrated" later to define a scalar field. A (piecewise constant) vector field on a triangle mesh is defined as an assignment of a single vector to each triangle such that each vector lies in the tangent plane containing the triangle. We will design fields to follow a set of alignment constraints provided by the user: the user specifies the field vectors at a subset of the mesh triangles (the constraints) and those constraints are interpolated smoothly throughout the surface to define a field.

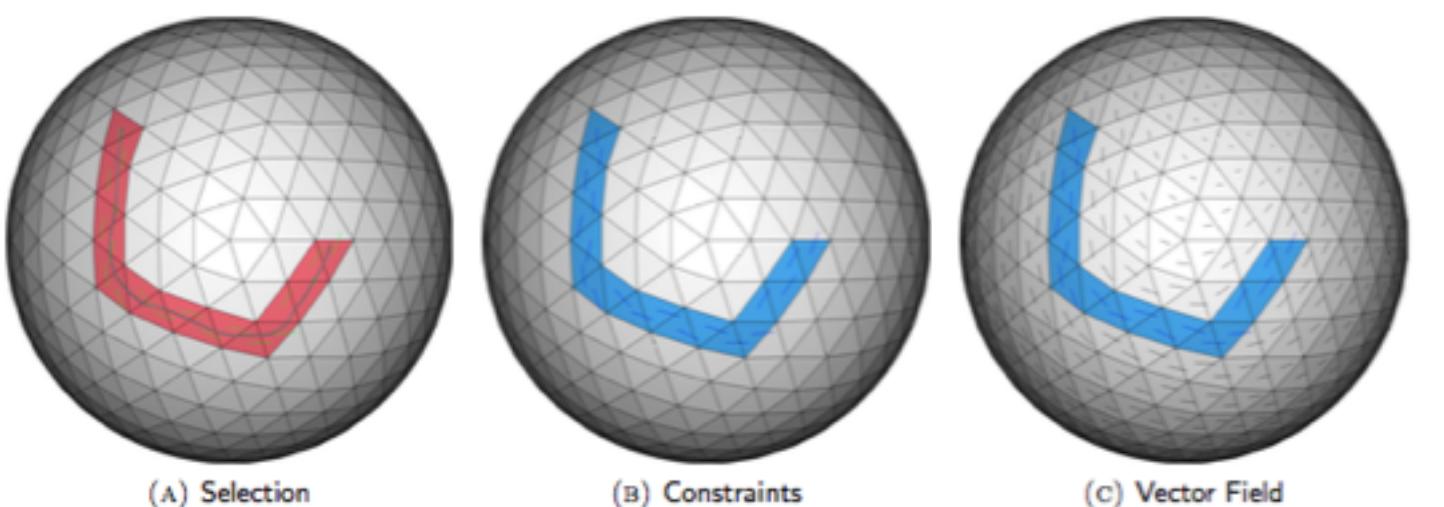


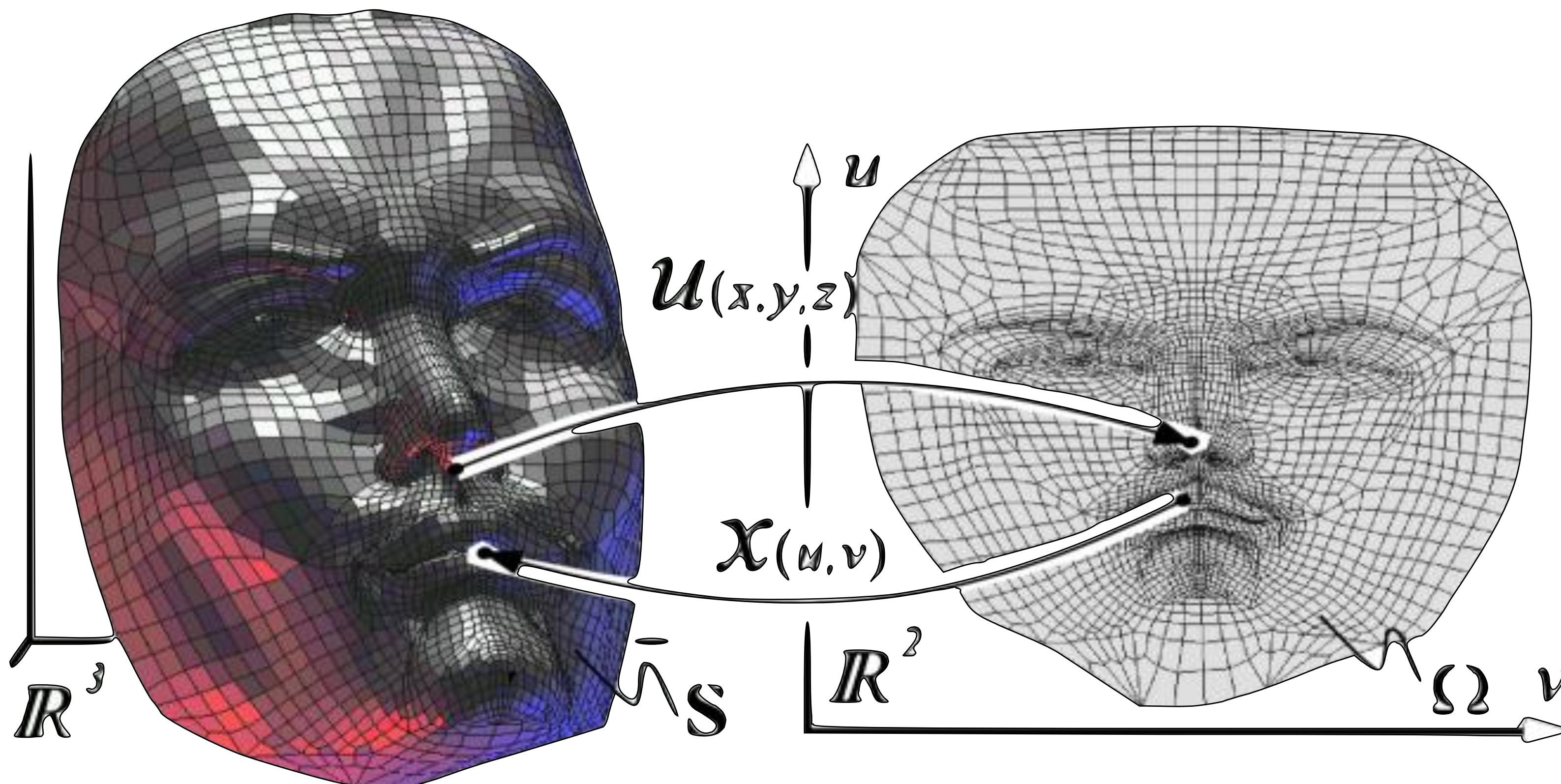
FIGURE 1. Selecting faces and assigning vector constraints via the UI; interpolated vector field.

1. Creating vector constraints. The provided assignment code already implements a minimal, stroke-based interface for assigning vector constraints at faces. To use it, enable `selection_mode` from the Nanogui and drag with your mouse to draw a stroke over the surface. The faces below the

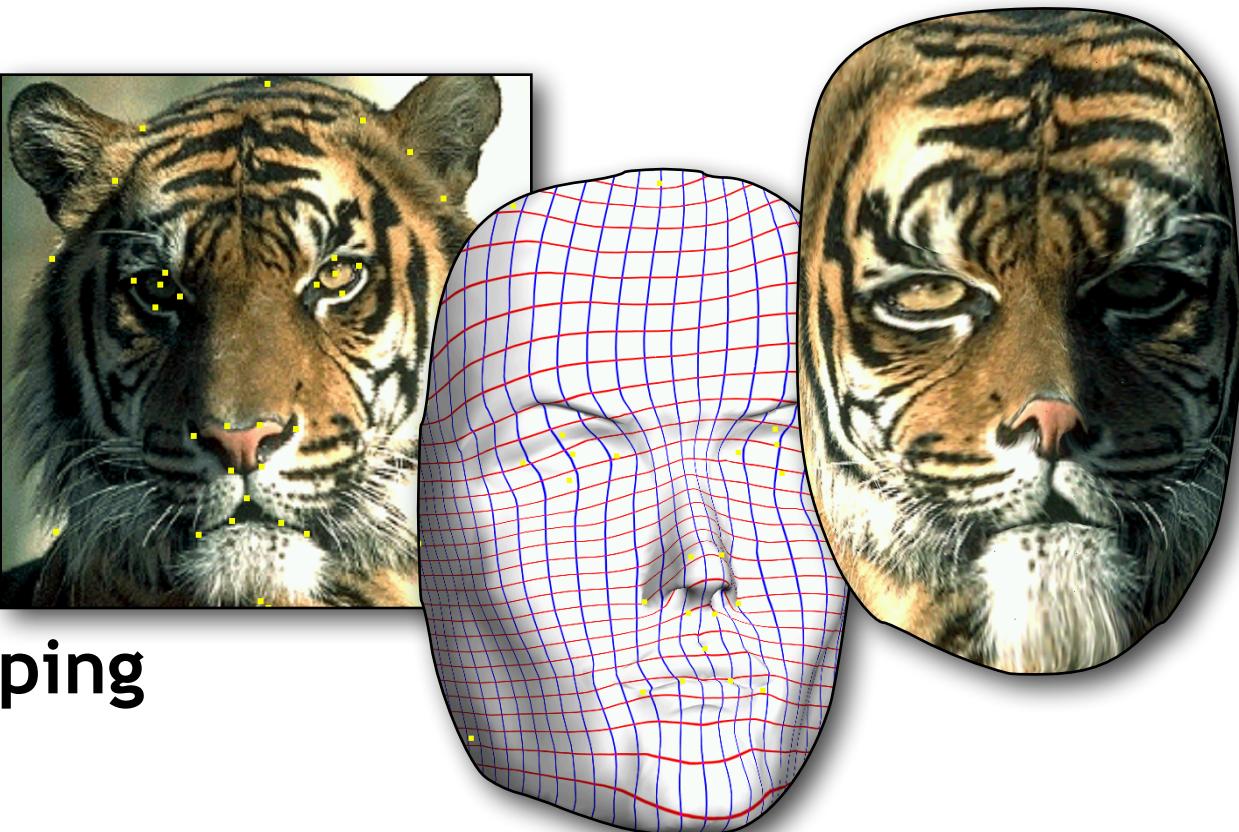
Daniele Panozzo, Julian Panetta
March 27, 2017

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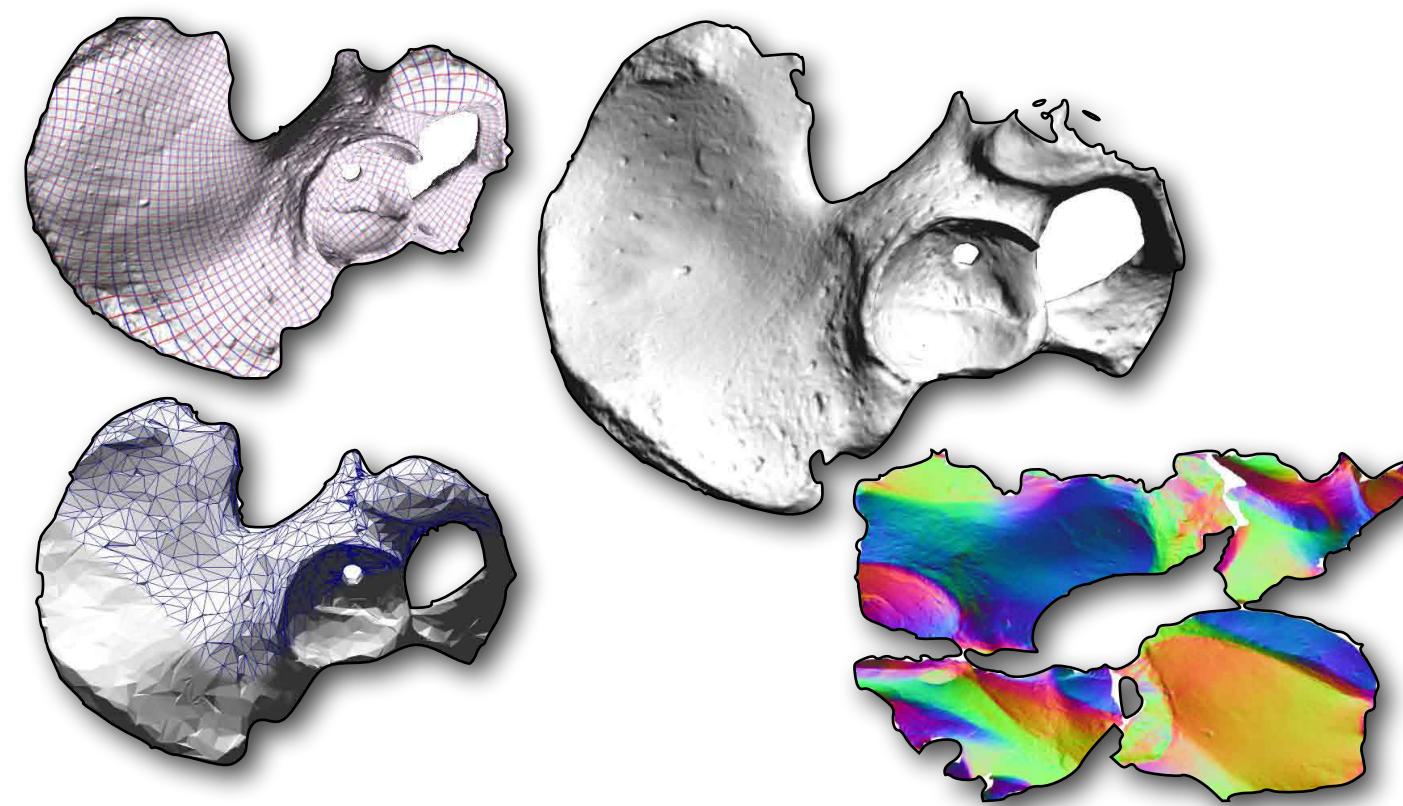
Mesh Parametrization



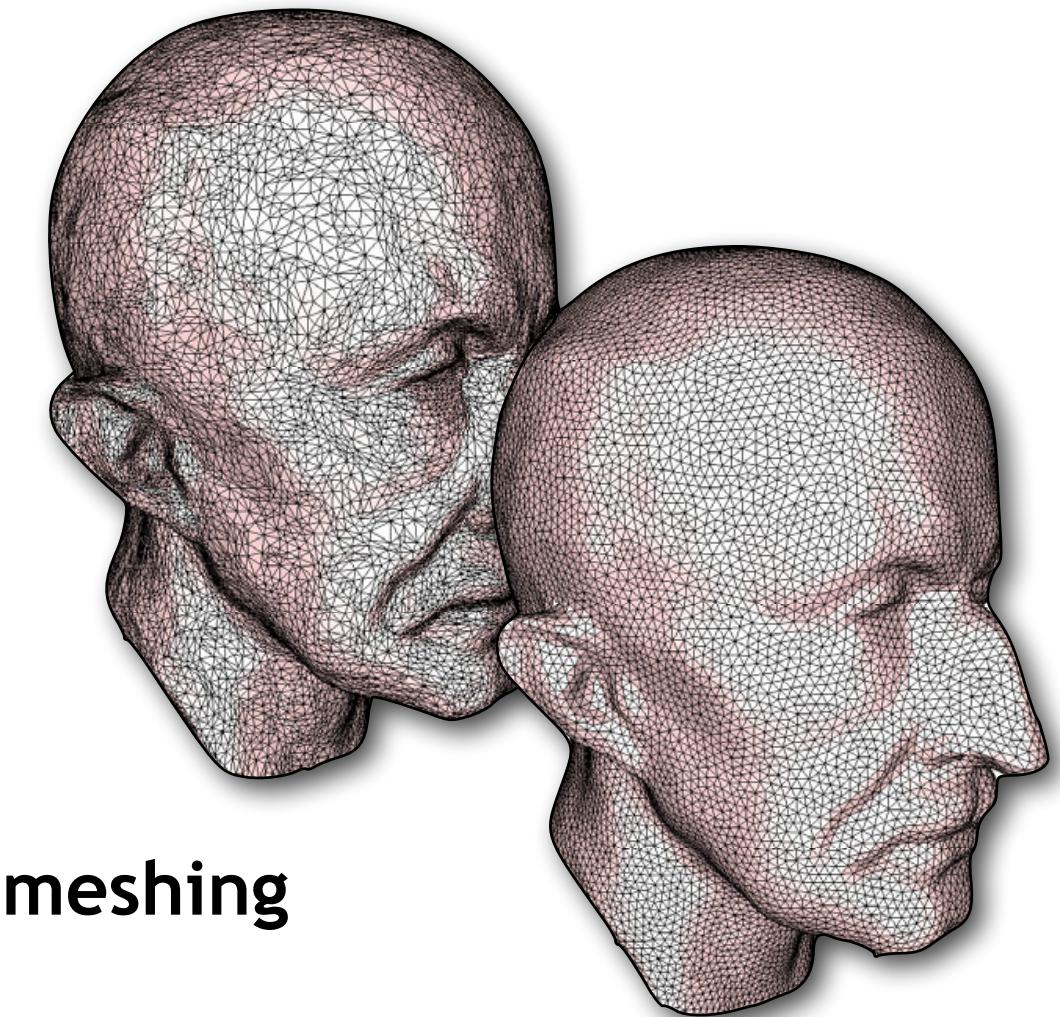
Parametrization Applications



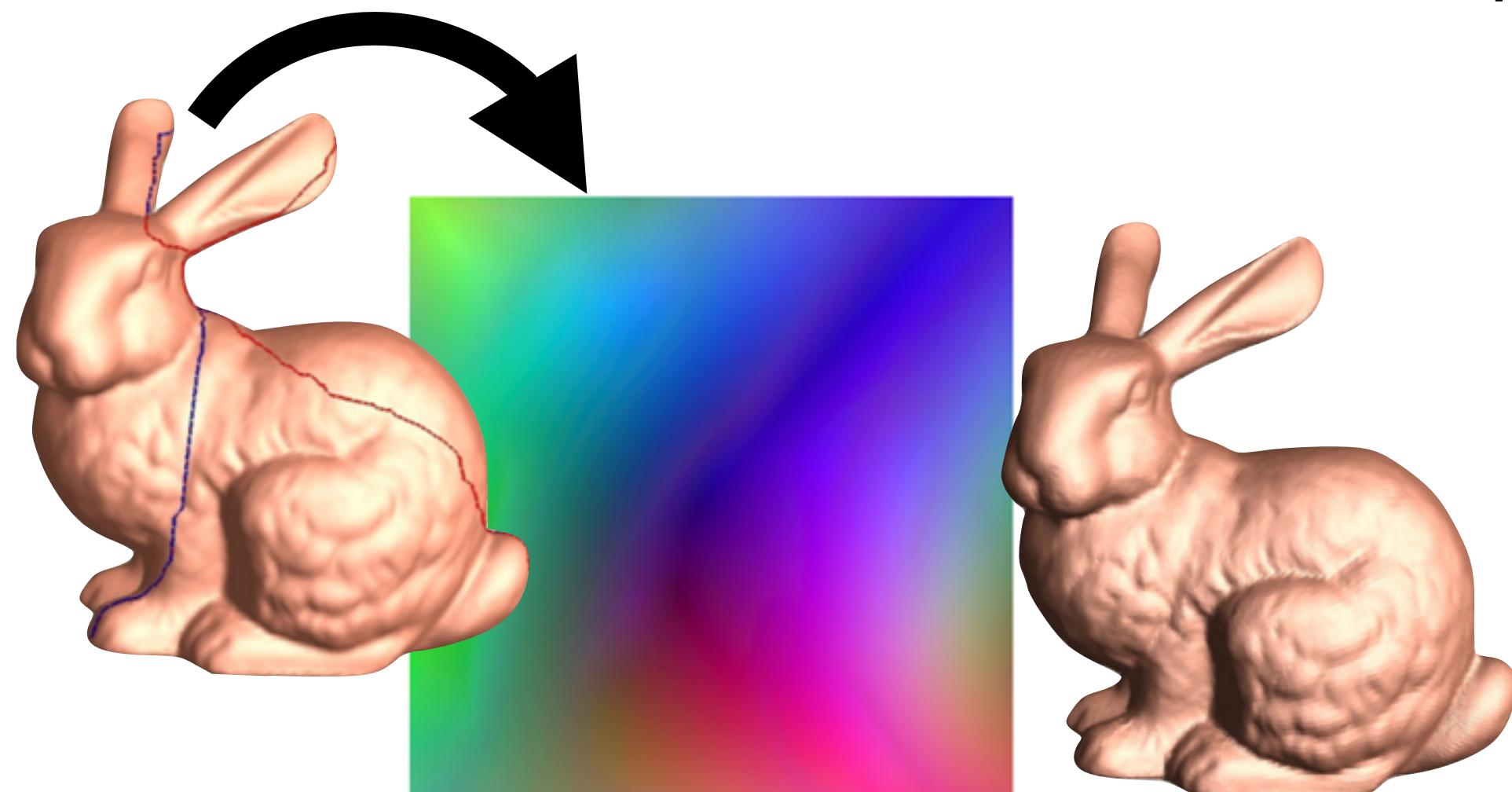
Texture Mapping



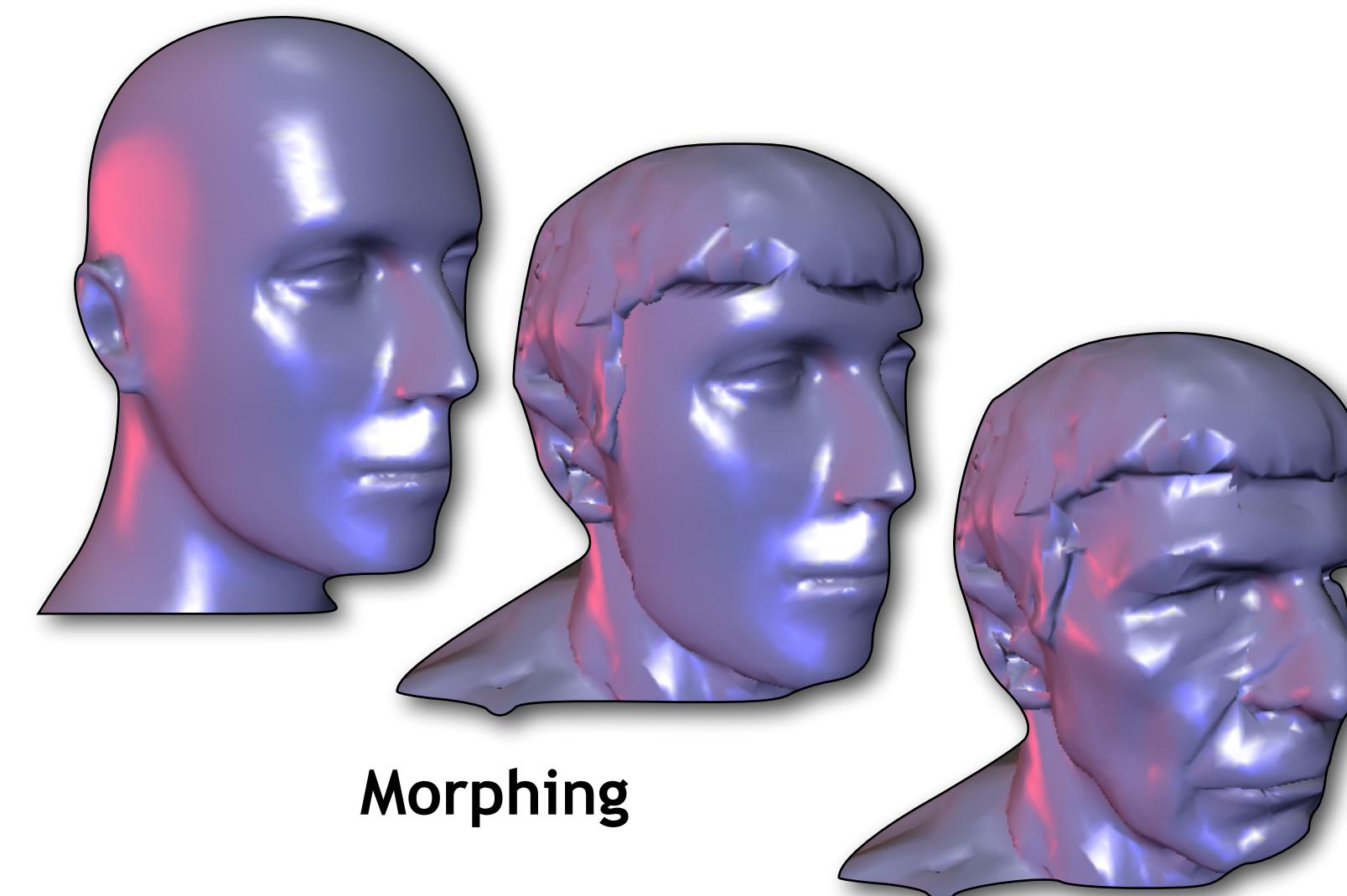
Normal/Bump Mapping



Remeshing



Geometry Images/Compression

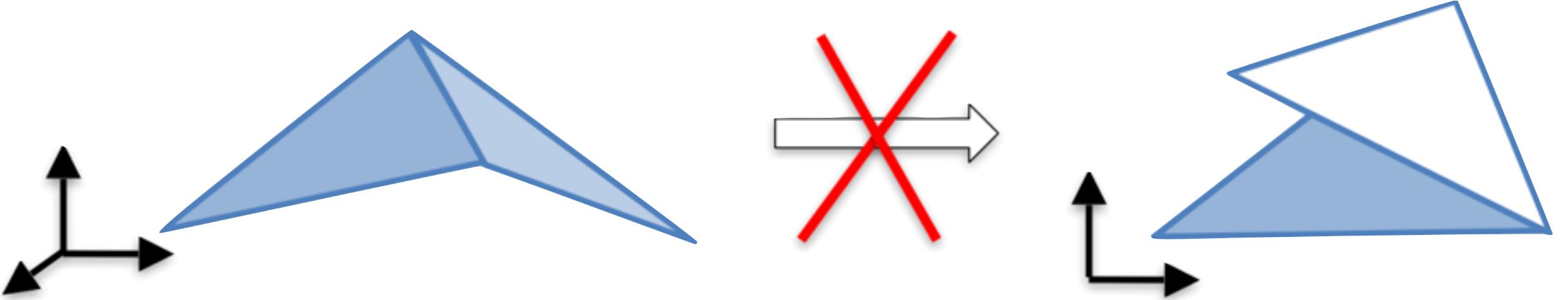


Morphing

- Detail Transfer
- Mesh Completion
- Editing
- Surface Fitting
- ...

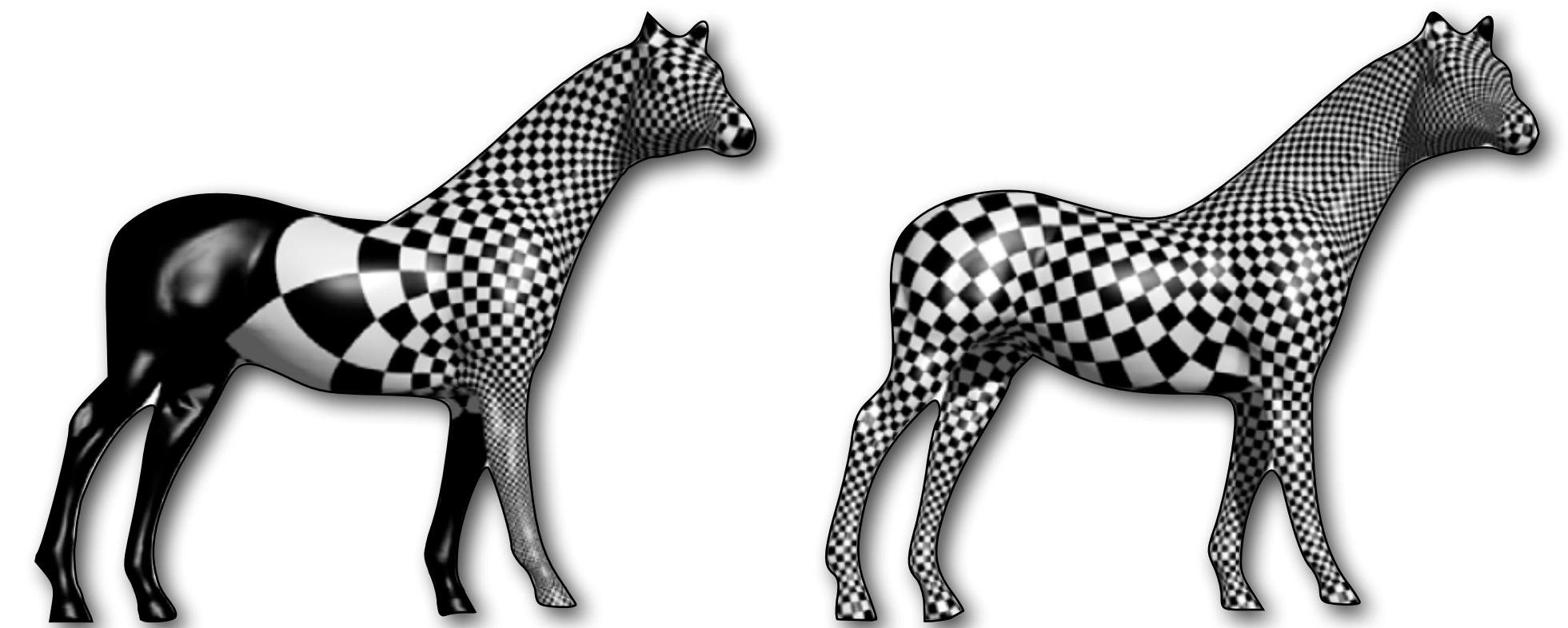
Desirable Properties

- Bijective (invertible):
avoid flips/overlaps

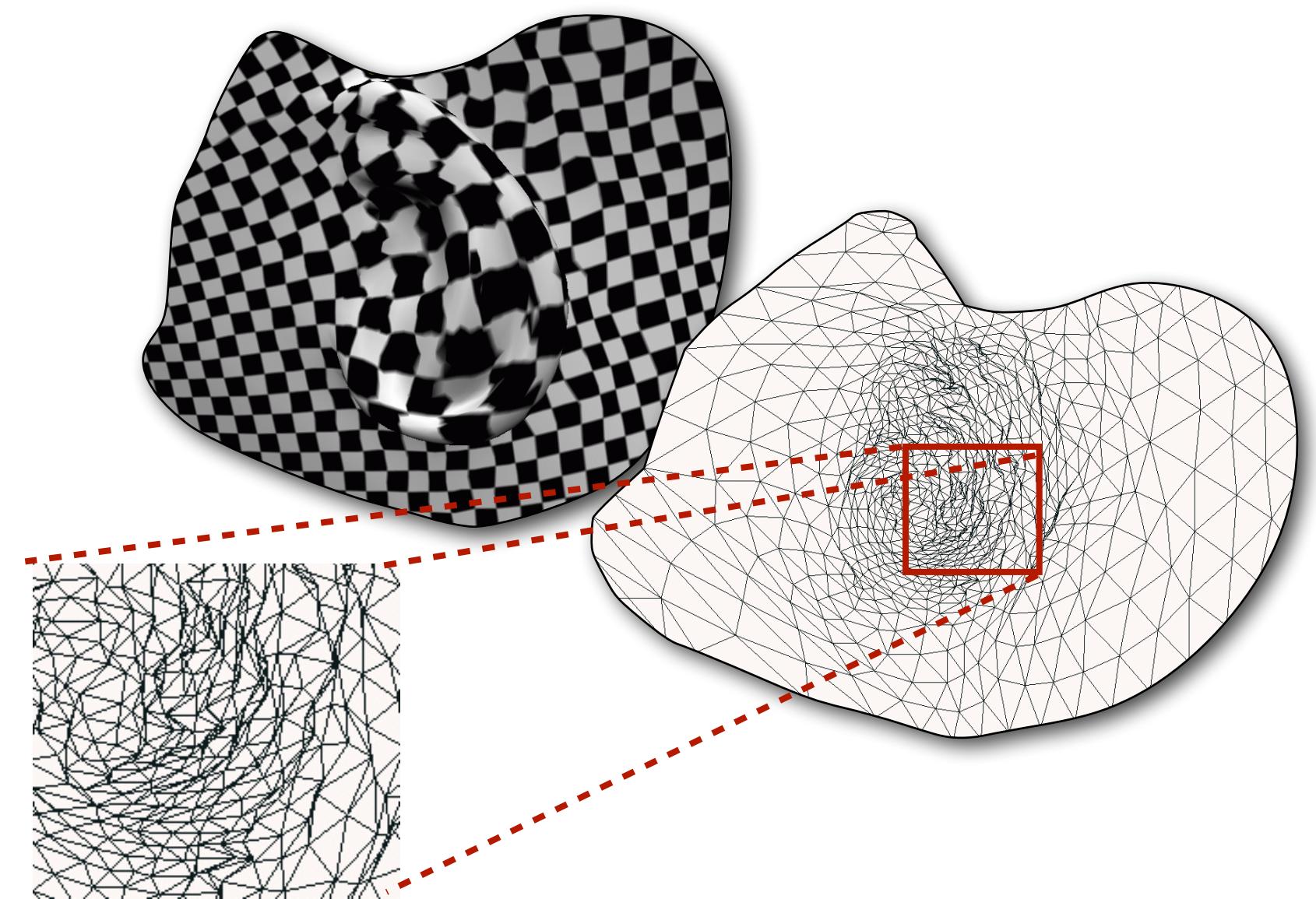


- Minimal distortion

- Area
 - Angle



- Efficiently computable

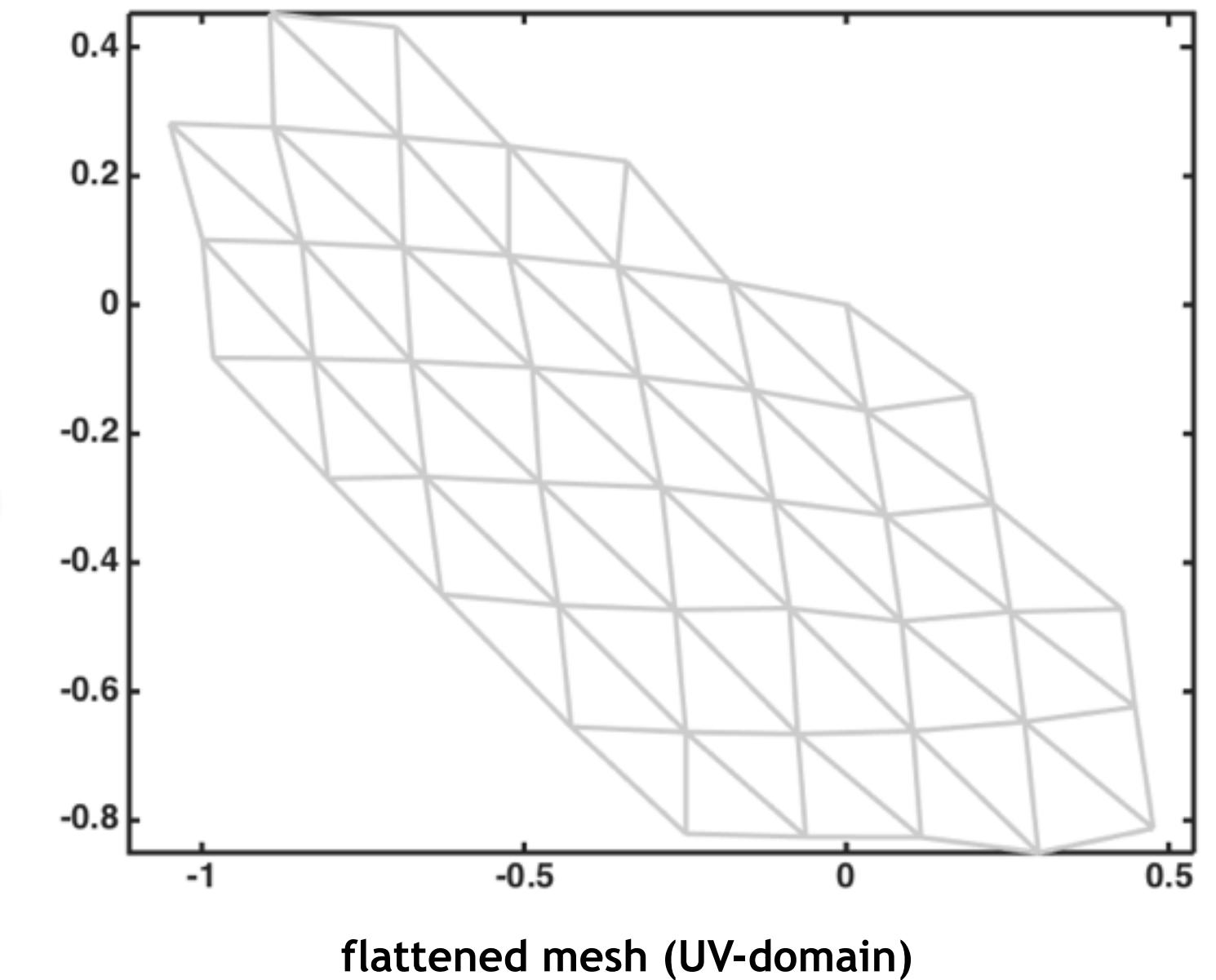
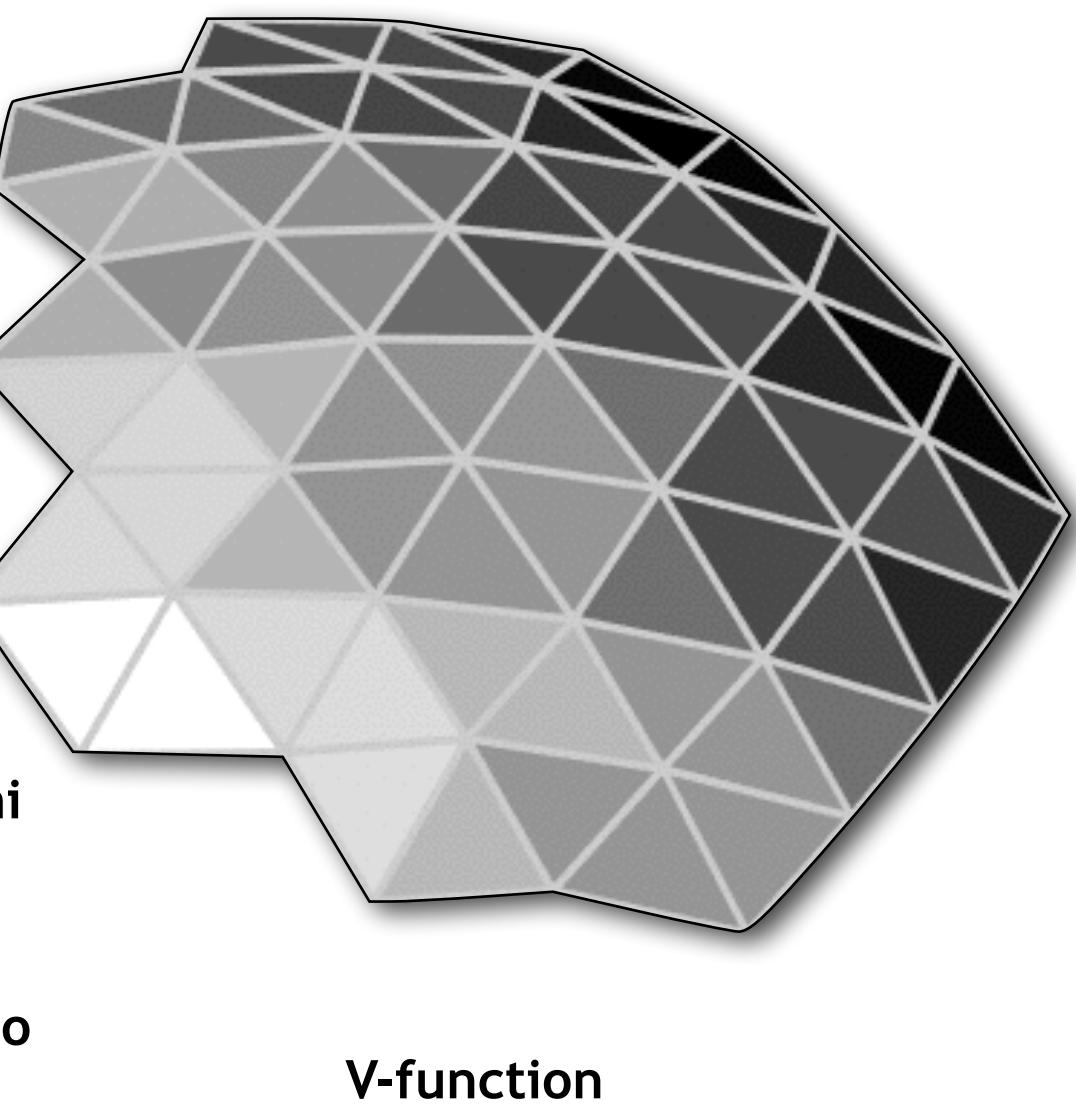
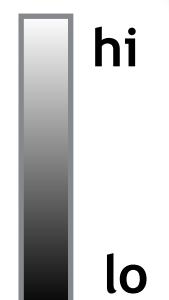
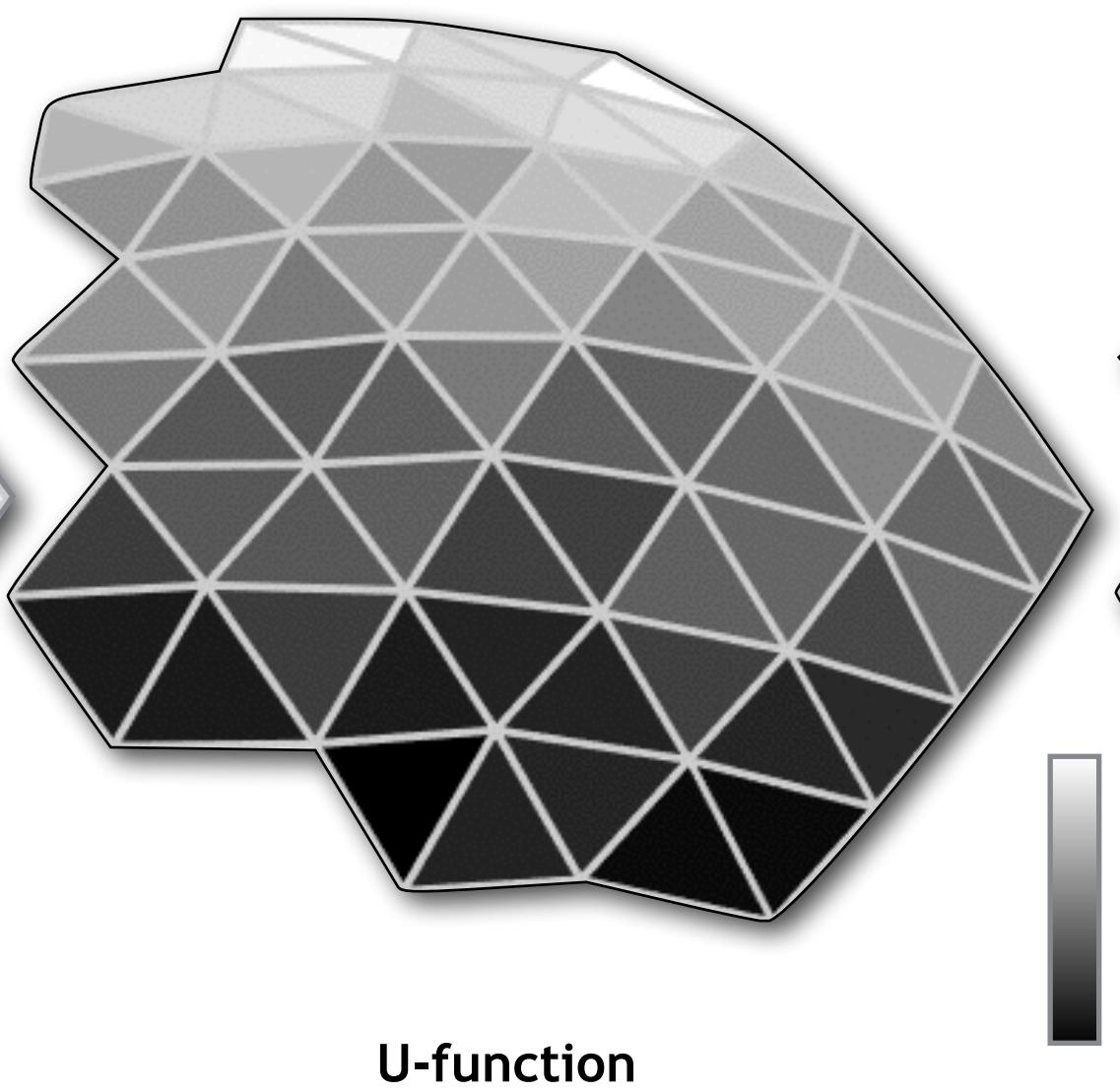
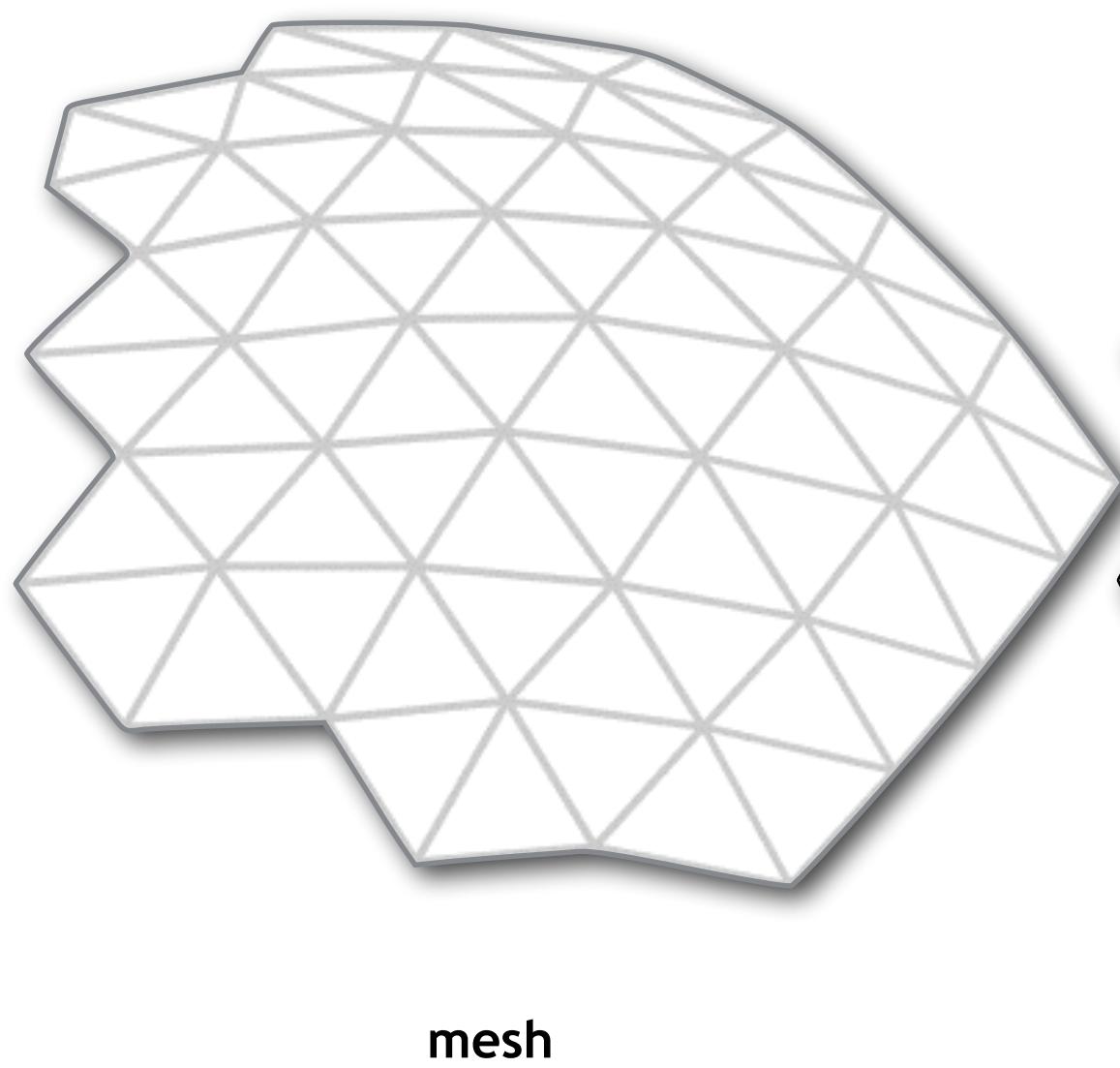


Parametrization Approaches

- This assignment will consider 3 approaches
 - ▶ Least-Squares Conformal (LSCM)
 - ▶ Harmonic
 - ▶ Field-Guided
- LSCM, Harmonic implemented in libigl

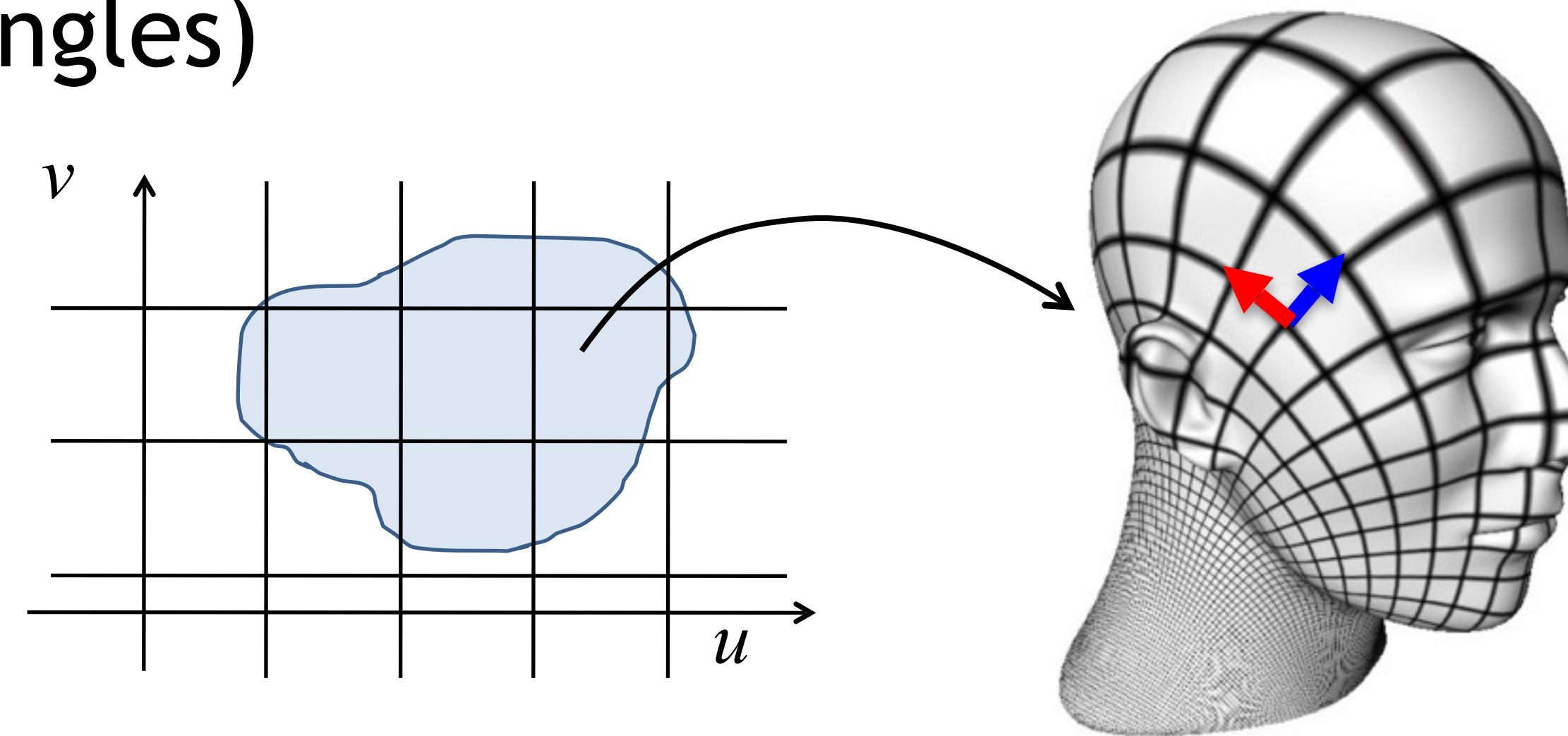
Formulation: Design Scalar Fields

- Compute two scalar fields (u, v) giving the plane coordinates of each mesh point



Least-Squares Conformal

- Conformal maps have zero angle distortion
(preserve 90° angles)



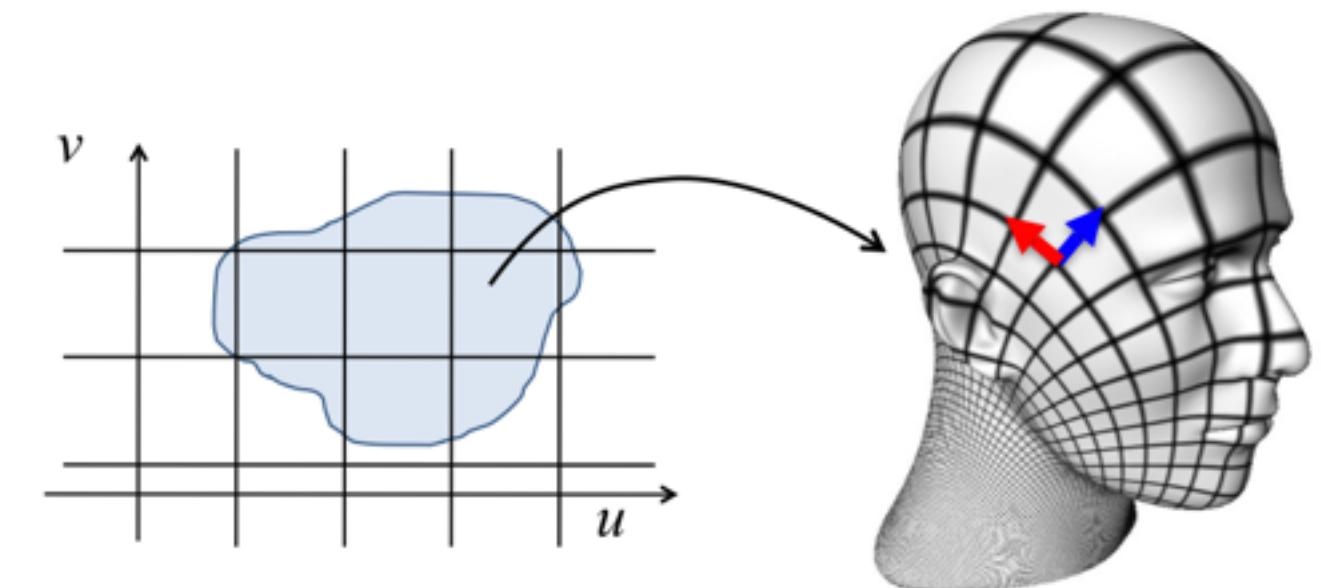
- Least-Squares Conformal: minimize angle distortion

$$\min_{u,v} \int_M \| \nabla u^\perp - \nabla v \|^2 dV$$

- Encourage perpendicular, equally scaled coordinate vectors

Least-Squares Conformal

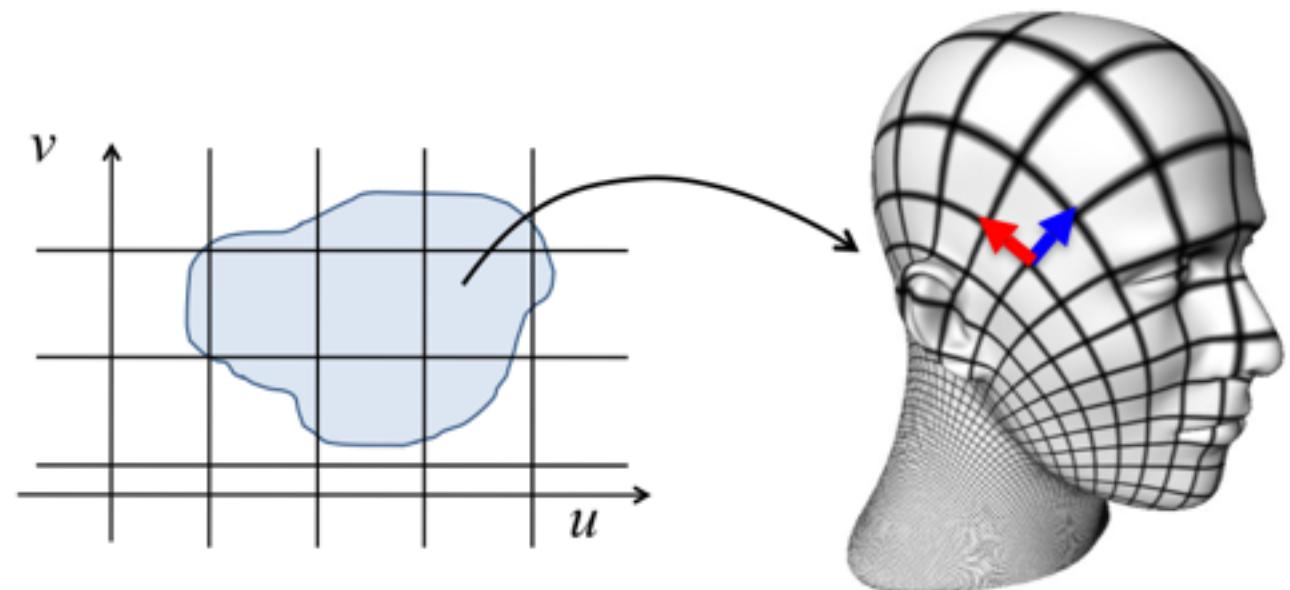
$$\begin{aligned}
 & \min_{u,v} \frac{1}{2} \int_M \|\nabla u^\perp - \nabla v\|^2 dV \\
 &= \min_{u,v} \frac{1}{2} \int_M \left(\frac{\partial u}{\partial x} - \frac{\partial v}{\partial y} \right)^2 + \left(-\frac{\partial u}{\partial y} - \frac{\partial v}{\partial x} \right)^2 dV \\
 &= \min_{u,v} \frac{1}{2} \int_M \left(\frac{\partial u}{\partial x} \right)^2 + \left(\frac{\partial u}{\partial y} \right)^2 + \left(\frac{\partial v}{\partial x} \right)^2 + \left(\frac{\partial v}{\partial y} \right)^2 - 2 \left(\frac{\partial u}{\partial x} \frac{\partial v}{\partial y} - \frac{\partial u}{\partial y} \frac{\partial v}{\partial x} \right) dV \\
 &= \min_{u,v} \frac{1}{2} \int_M \|\nabla u\|^2 + \|\nabla v\|^2 - 2 \left| \frac{\partial(u, v)}{\partial(x, y)} \right| dV \quad \xrightarrow{\text{Jacobian Determinant}} \\
 &= \min_{u,v} \frac{1}{2} \int_M \|\nabla u\|^2 dV + \frac{1}{2} \int_M \|\nabla v\|^2 dV - A(u, v) \quad \xrightarrow{\text{Area in Plane!}}
 \end{aligned}$$



LSCM ==> Harmonic

- We showed LSCM decomposes into:

$$\frac{1}{2} \int_M \|\nabla u^\perp - \nabla v\|^2 dV = \frac{1}{2} \int_M \|\nabla u\|^2 dV + \frac{1}{2} \int_M \|\nabla v\|^2 dV - \underline{A(u, v)}$$



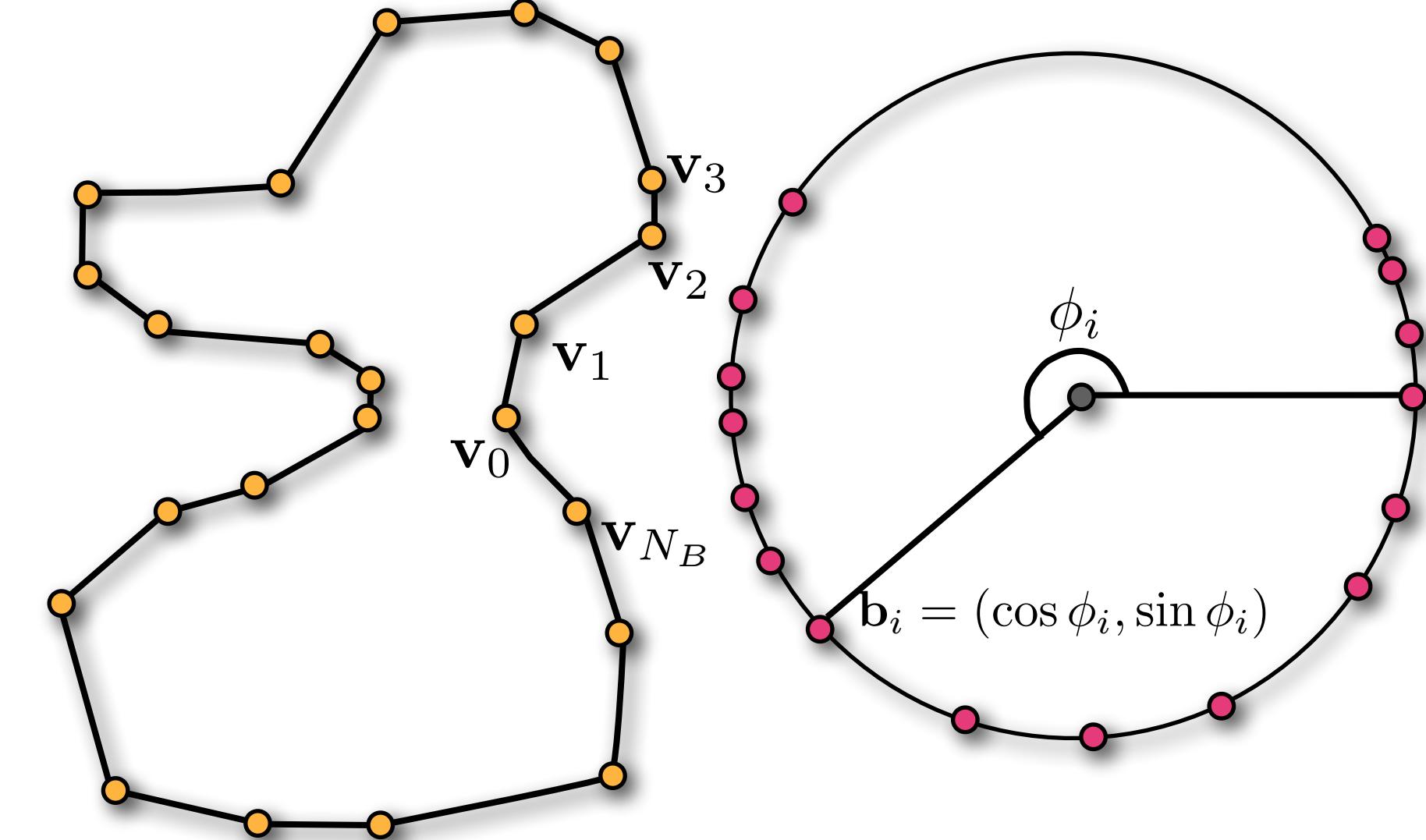
Smoothness of u and v
("Dirichlet Energy")

Area in
plane

- If we fix the flattened boundary (area), LSCM is equivalent to designing smooth scalar fields

Harmonic Parametrization

- Map mesh boundary to a convex polygon in plane

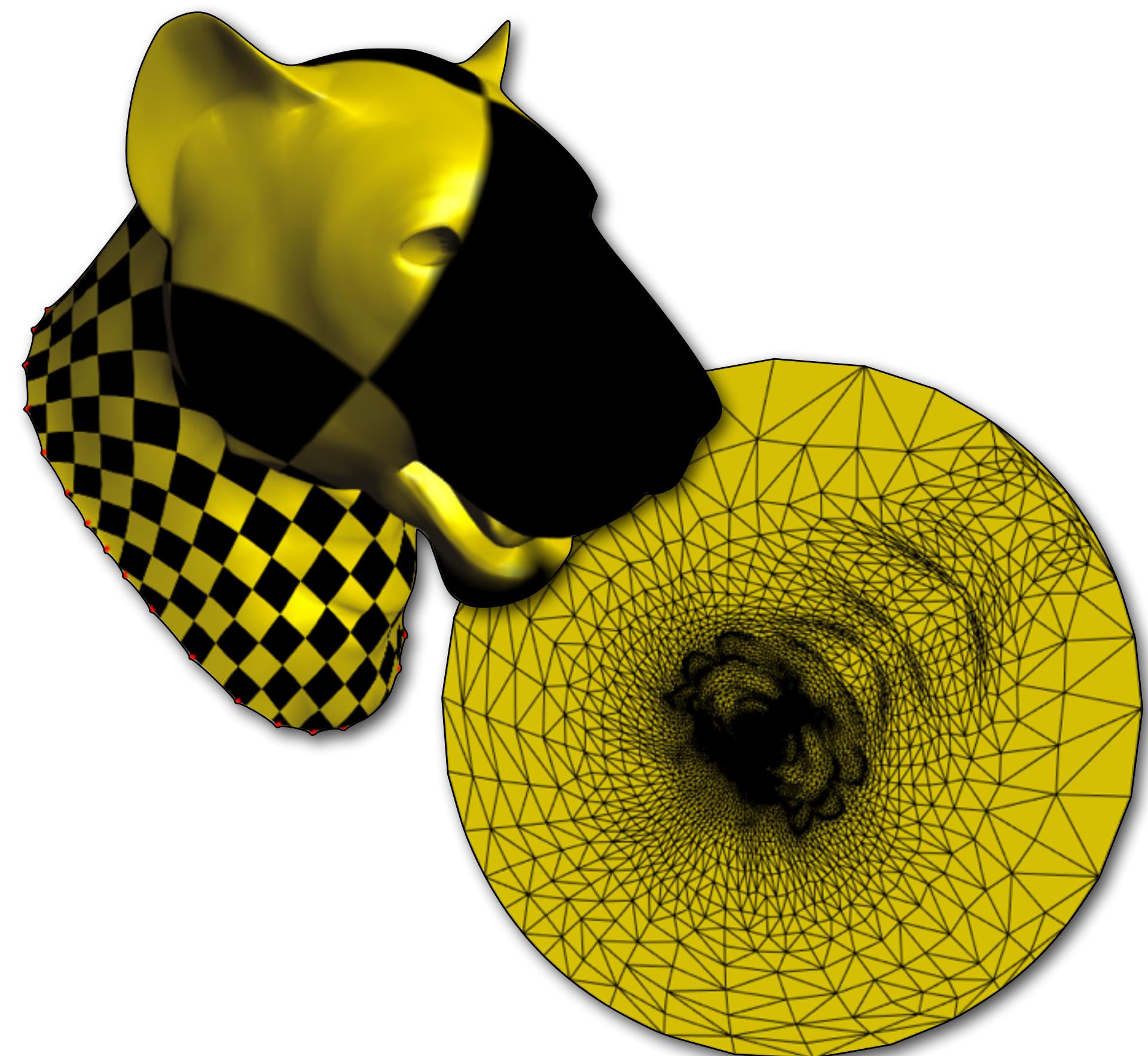
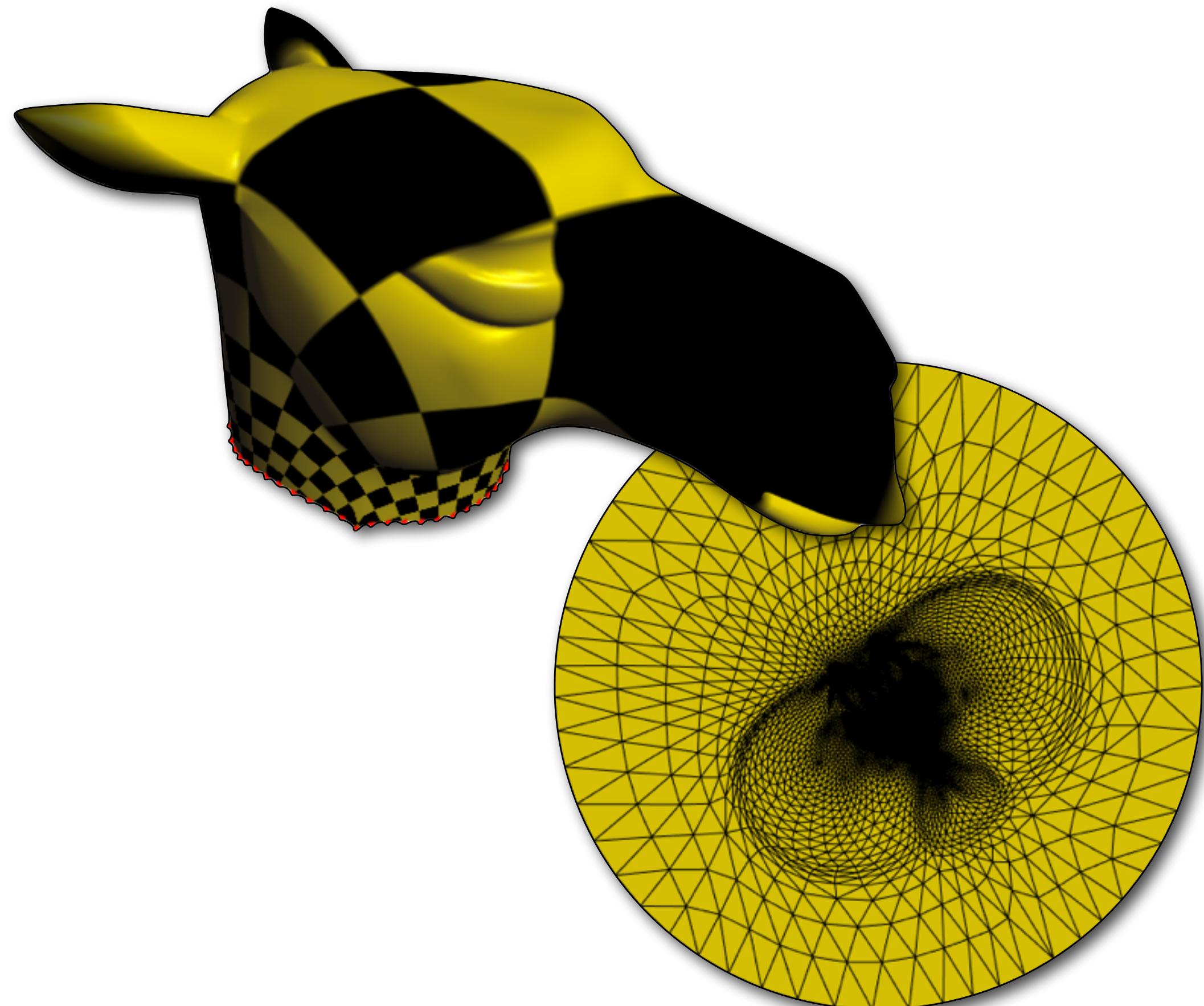


- Solve for smoothly interpolating (u, v) :

$$\min_{u=u_b \text{ on } \partial M} \frac{1}{2} \int_M \|\nabla u\|^2 dV \quad \Rightarrow \quad \begin{cases} \Delta u = 0 & \text{in } M \\ u = u_b & \text{on } \partial M \end{cases}$$

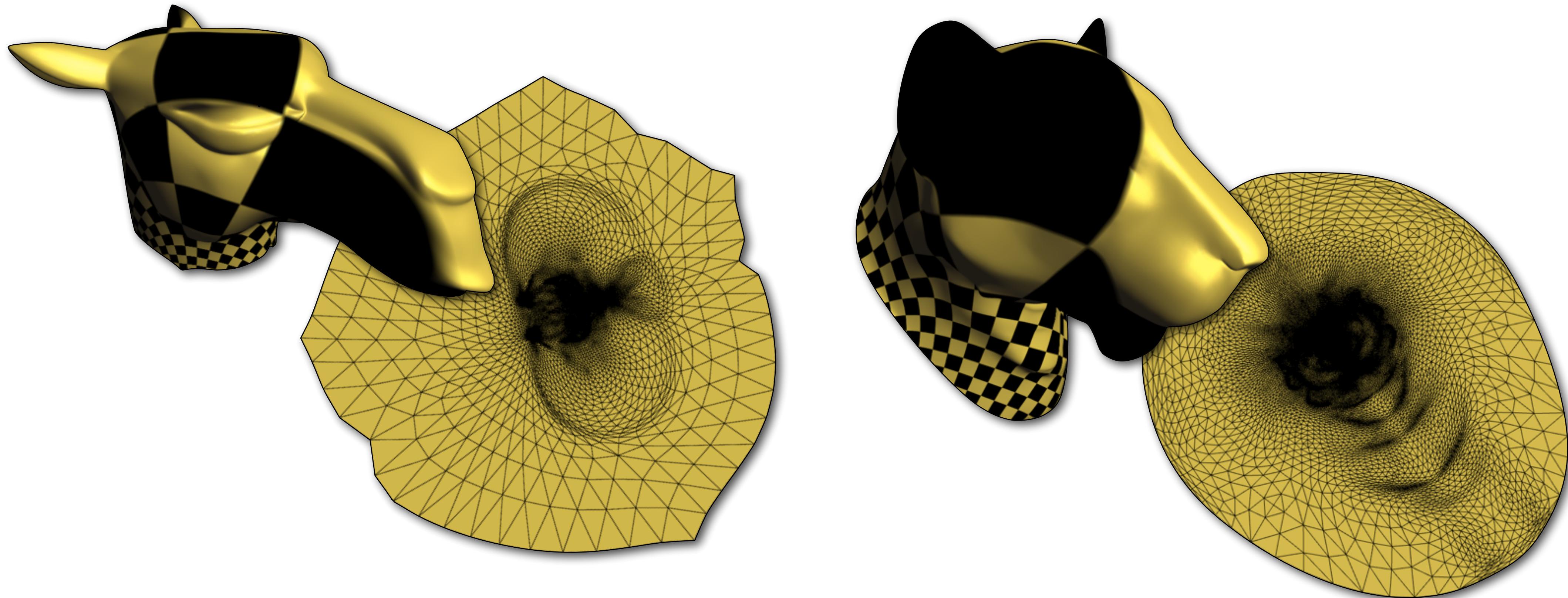
Just solve Laplace equation
with fixed boundary values!

Harmonic Parametrization



Already implemented in libigl!
See tutorial 501.

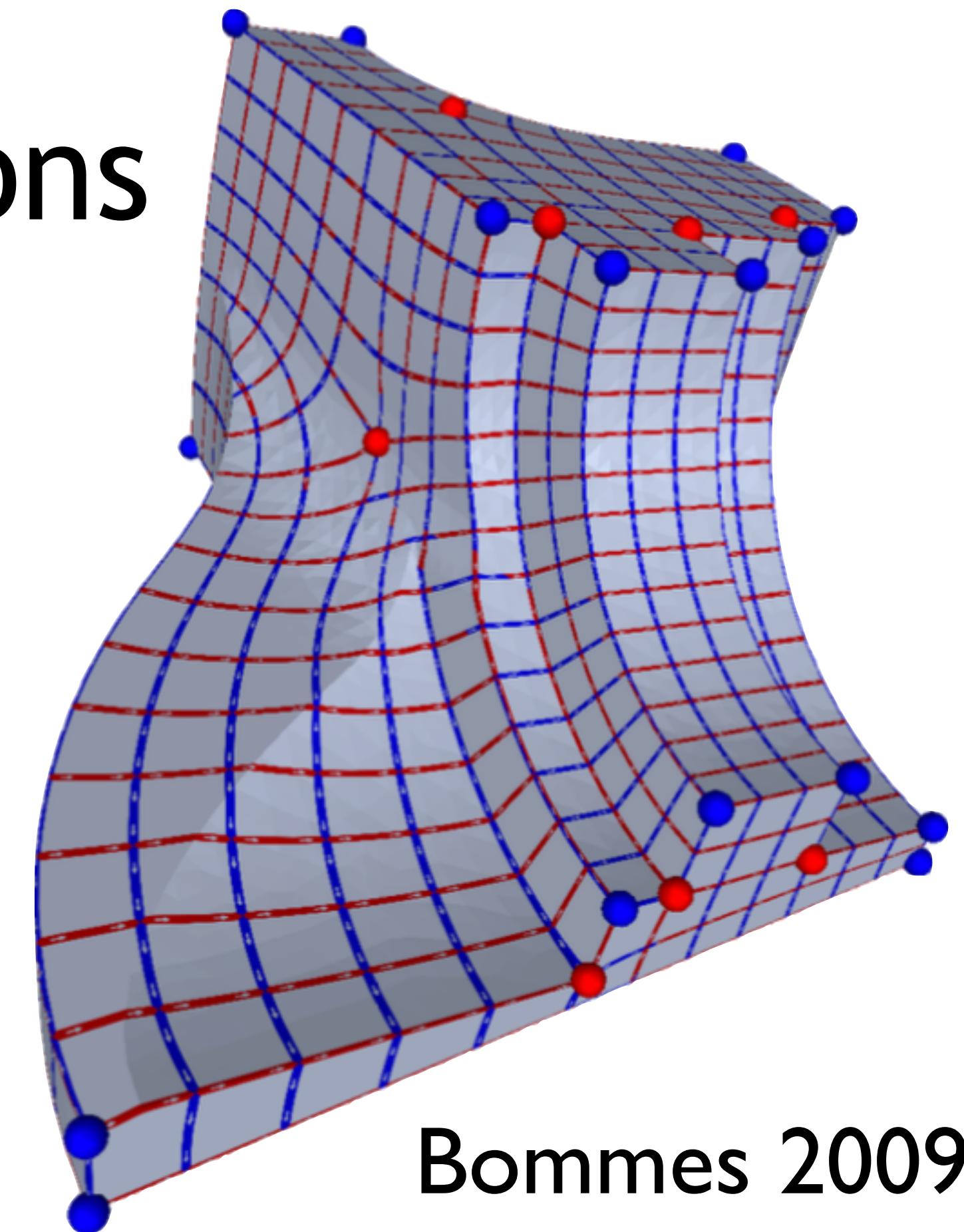
LSCM Parametrization



Already implemented in libigl!
See tutorial 502.

Field-Guided Parametrization

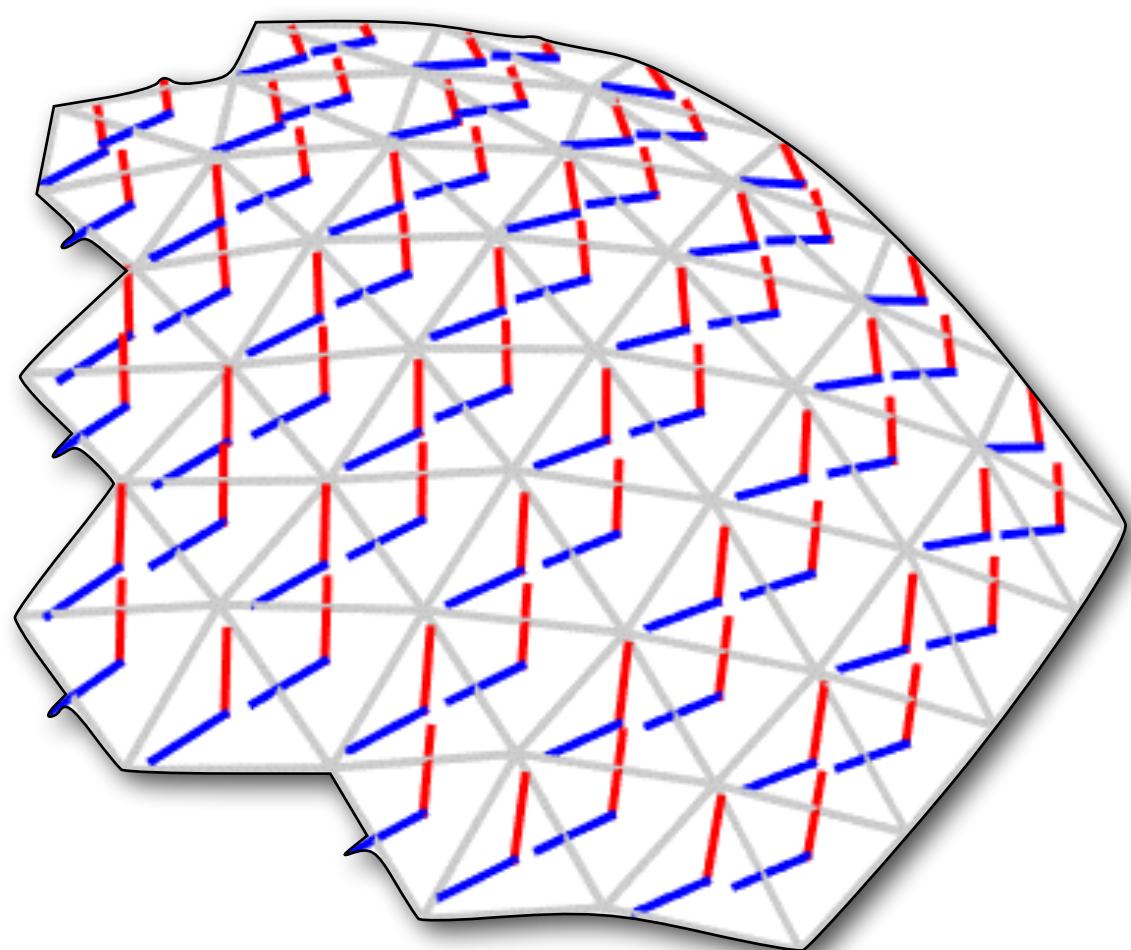
- Often we want coordinate directions to align with mesh features.
- We can do this by specifying vector fields and fitting (u, v) gradients (coordinate directions) to them.
- Orthonormal vectors ==> minimize angle and area distortion



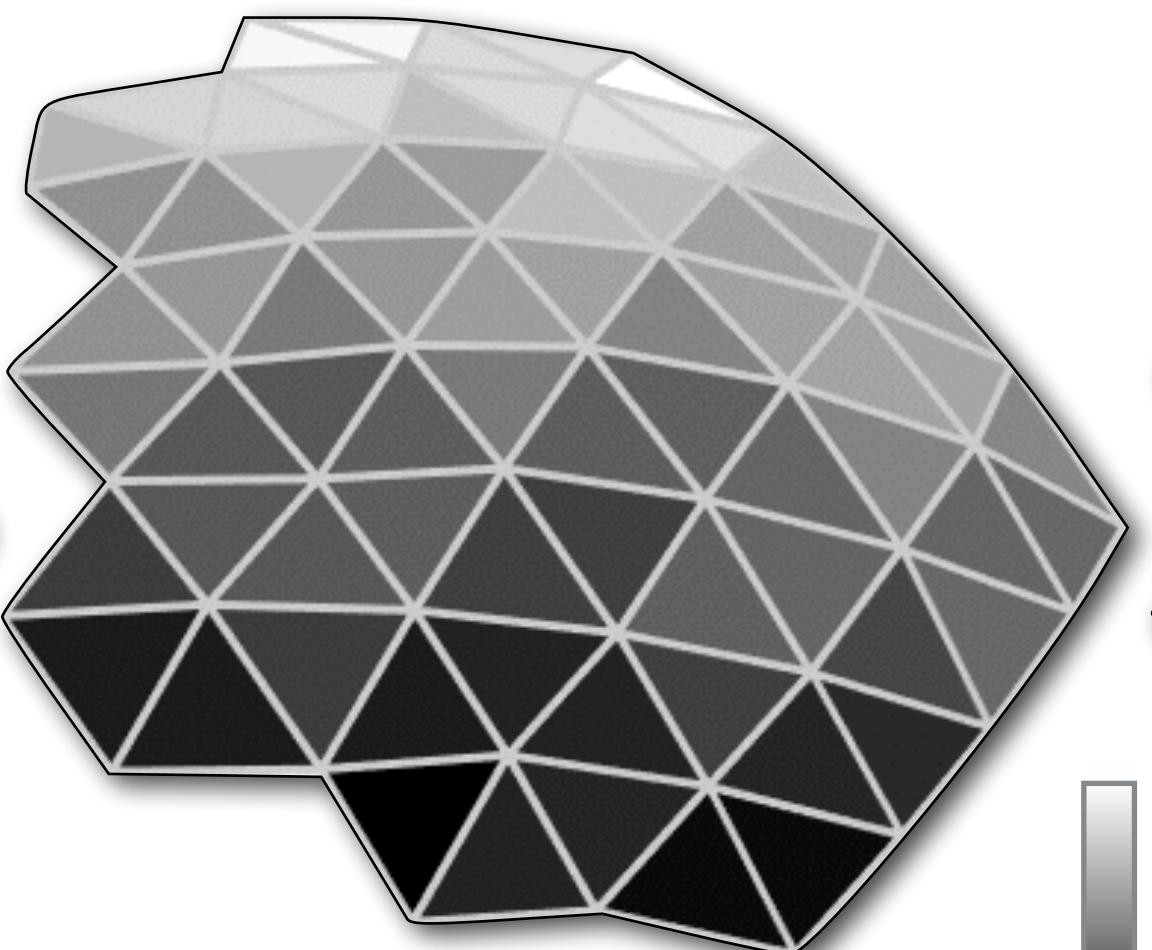
Bommes 2009

Field-Guided Parametrization

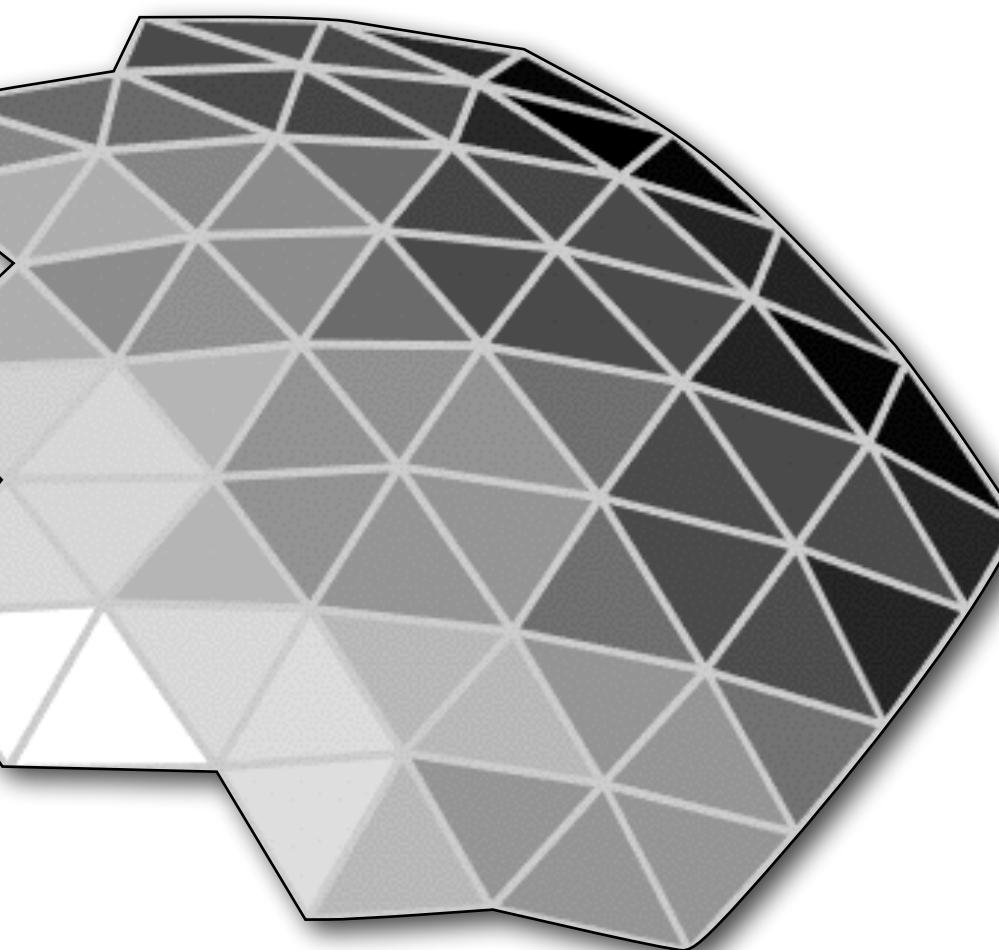
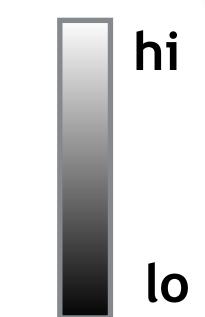
- We'll consider piecewise linear (per-vertex) scalar fields, so gradients and vector fields are constant per triangle:



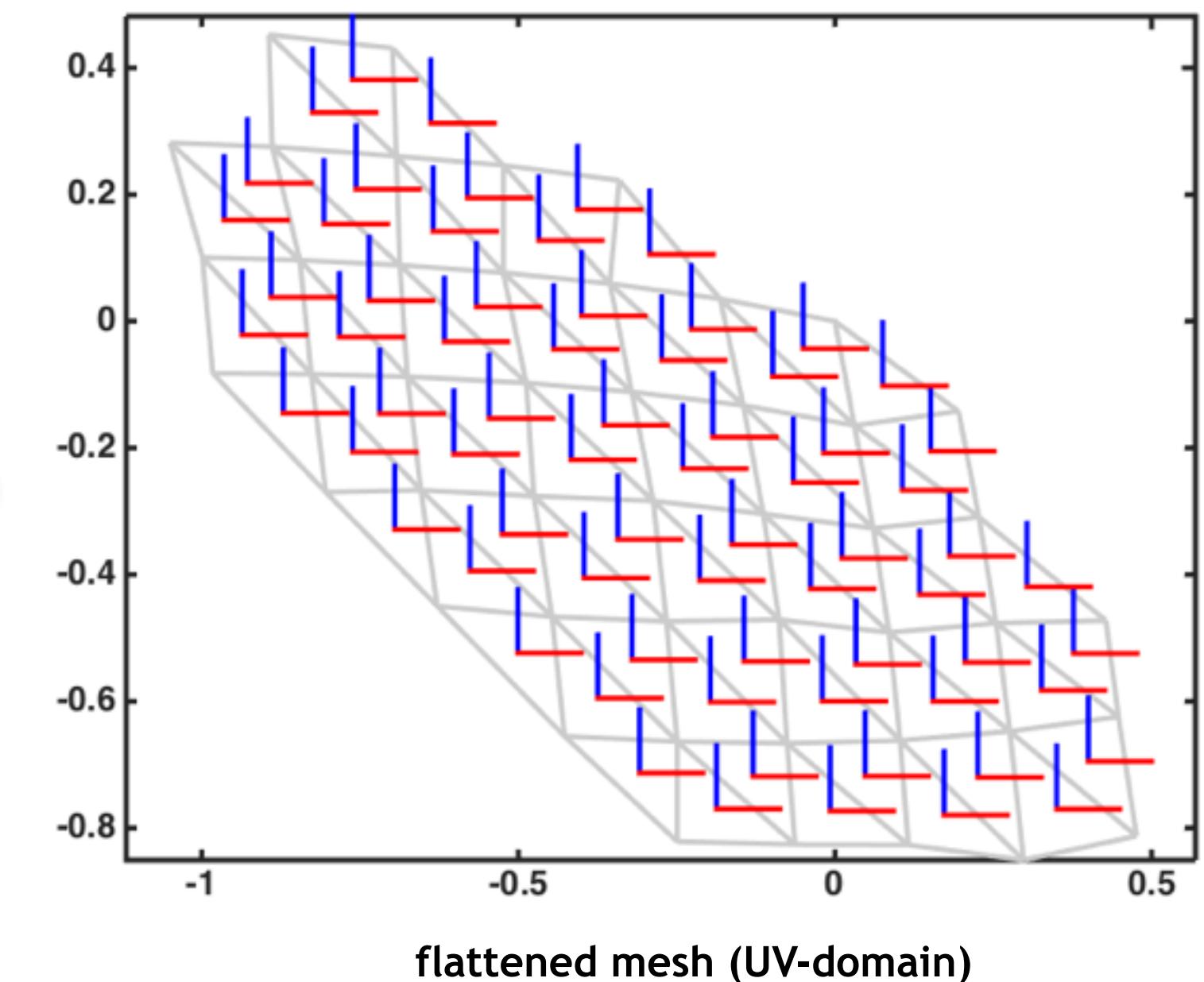
mesh



U-function



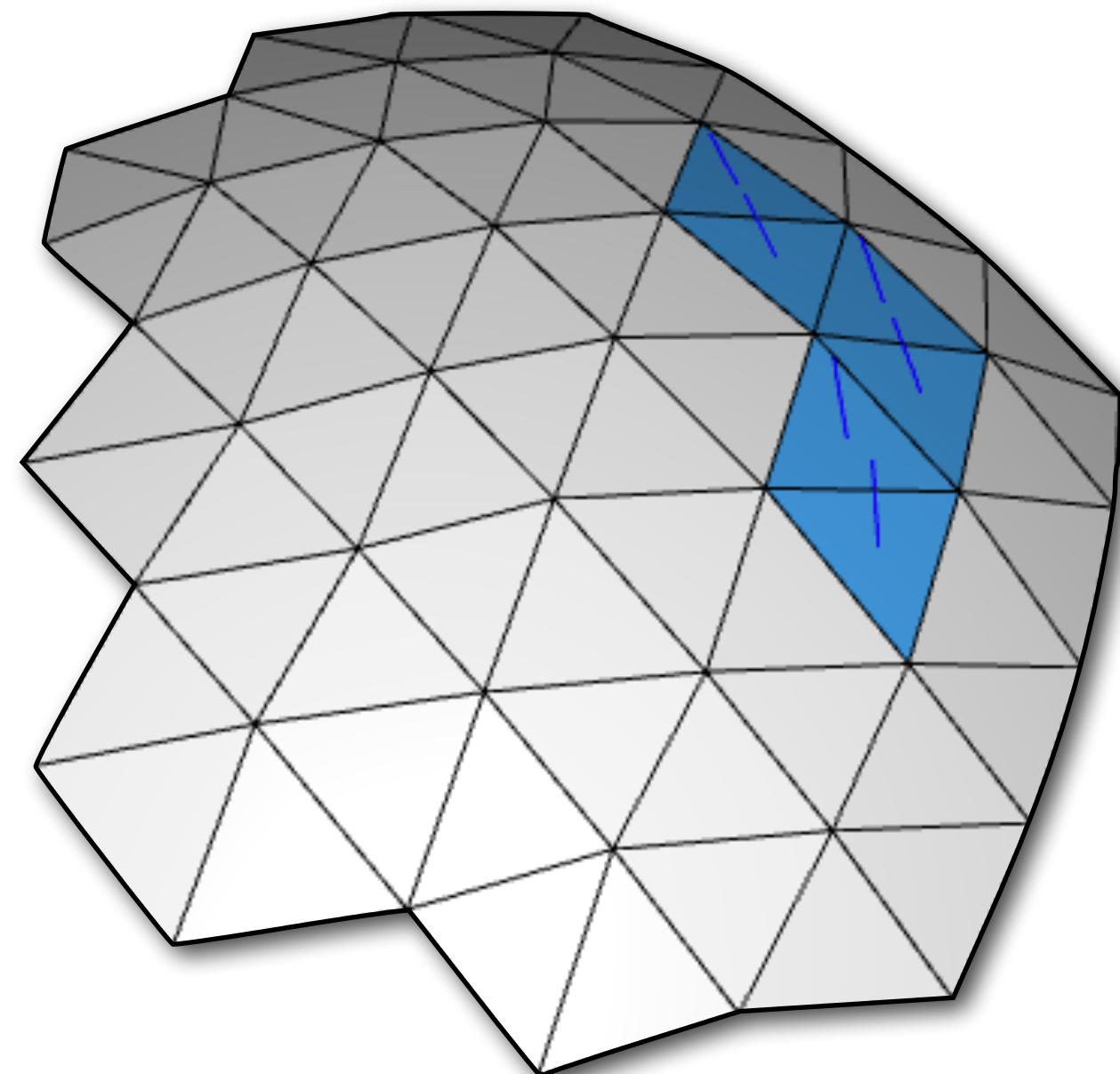
V-function



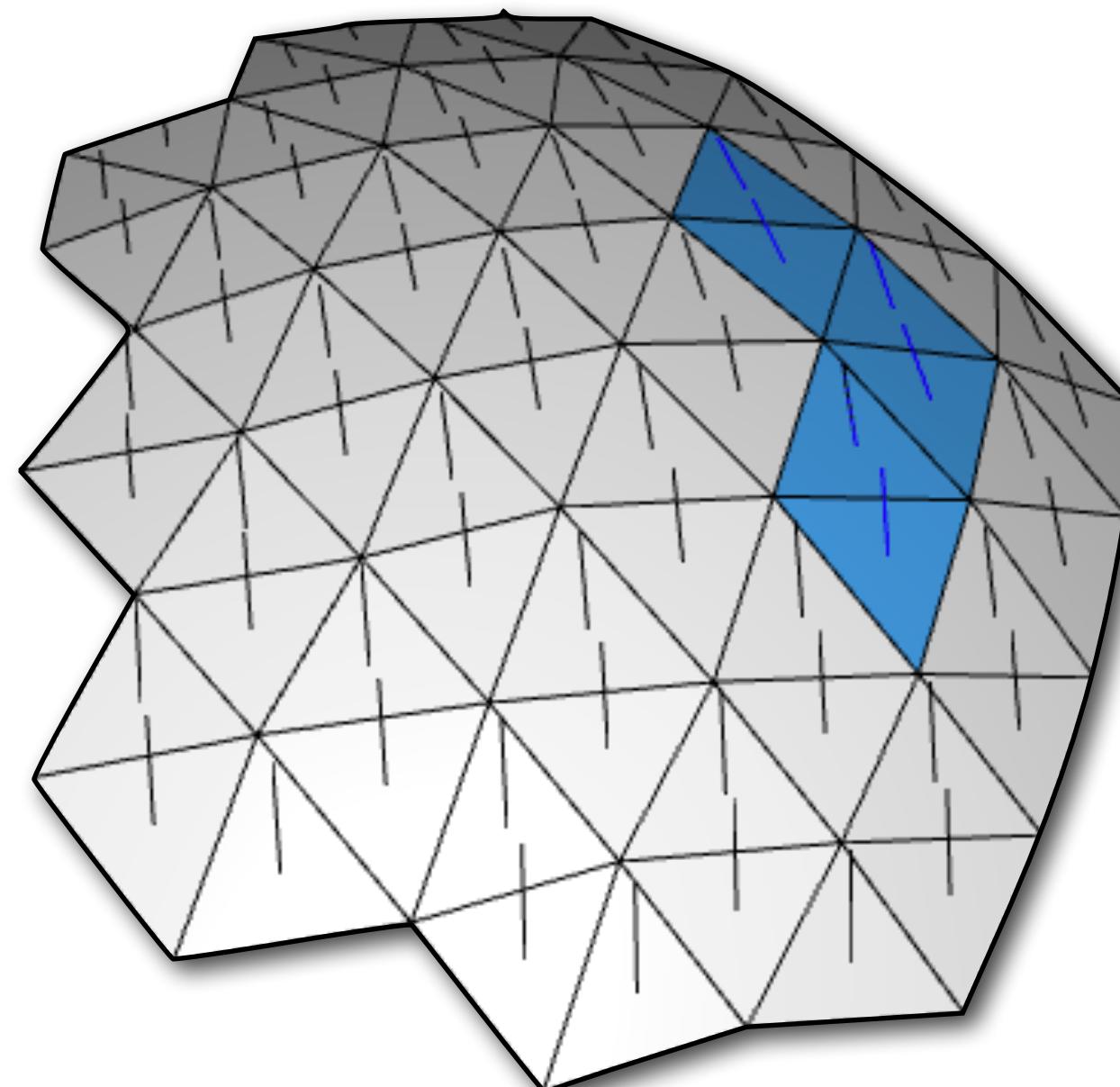
flattened mesh (UV-domain)

Vector-Guided Scalar Fields

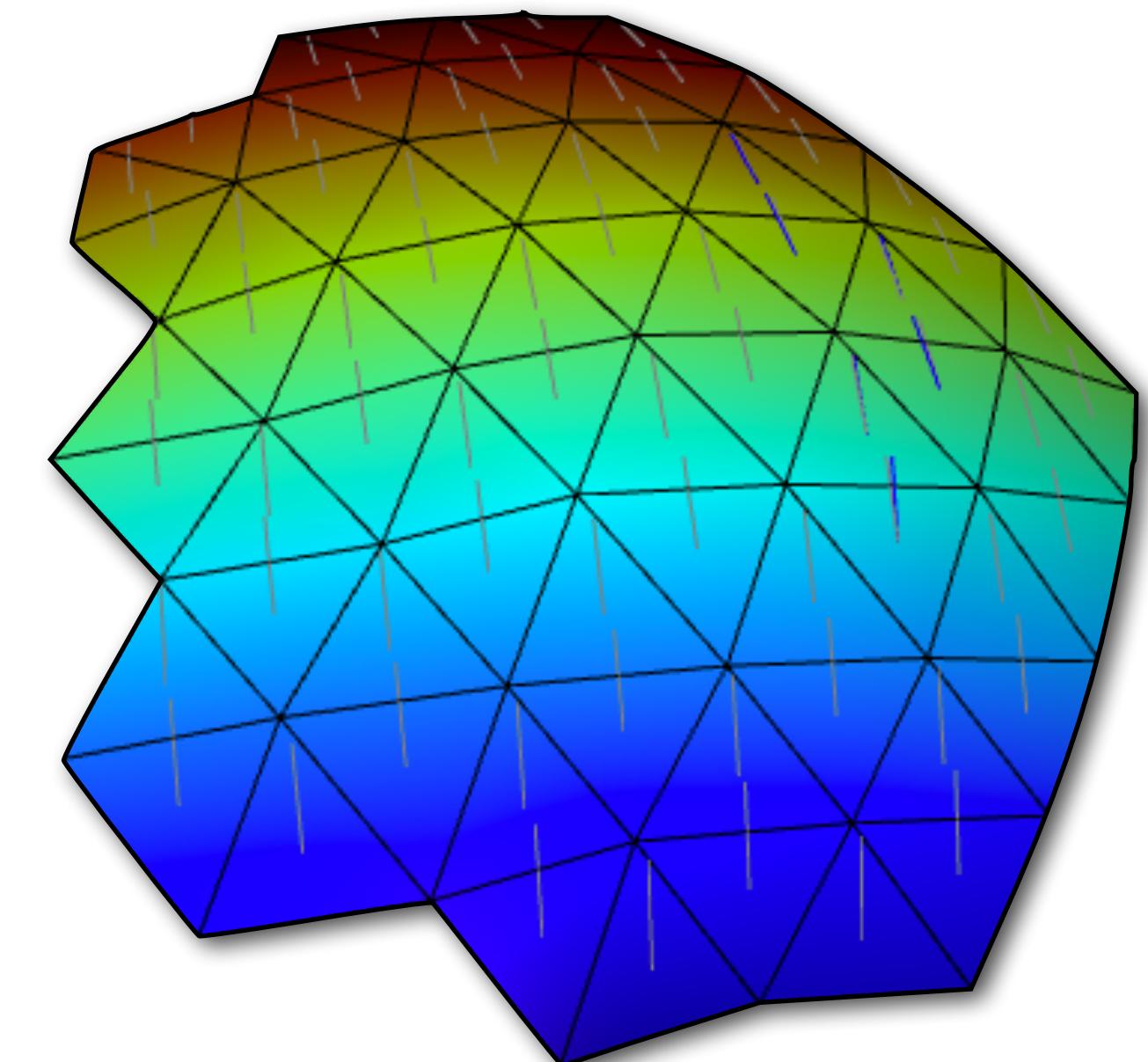
- Main HW4 task: design smooth vector fields and compute a scalar field aligned to them.



vector constraints

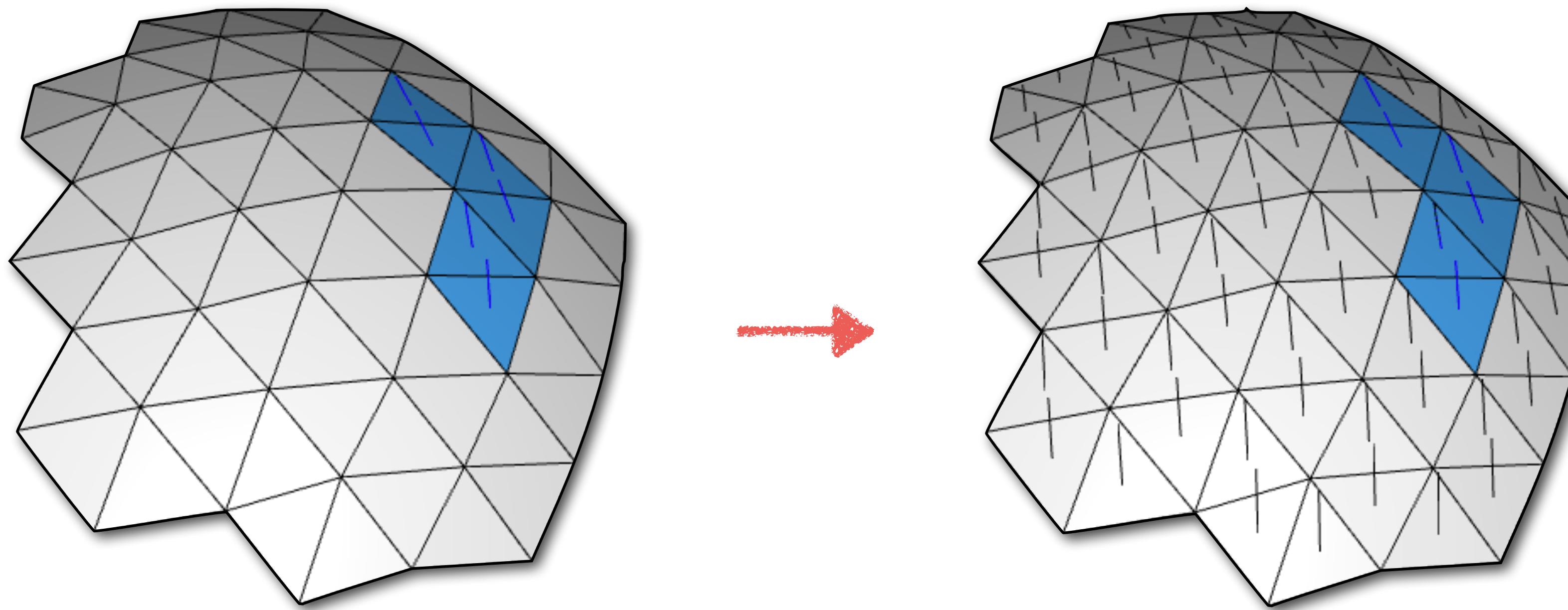


smooth interpolated field



reconstructed scalar function and gradient

Step 1: Vector Field Design

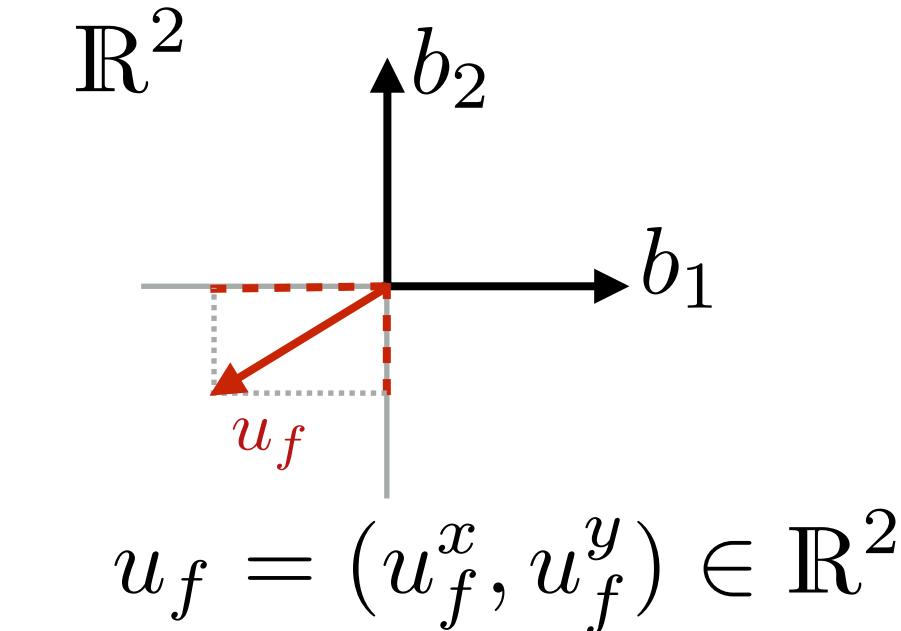
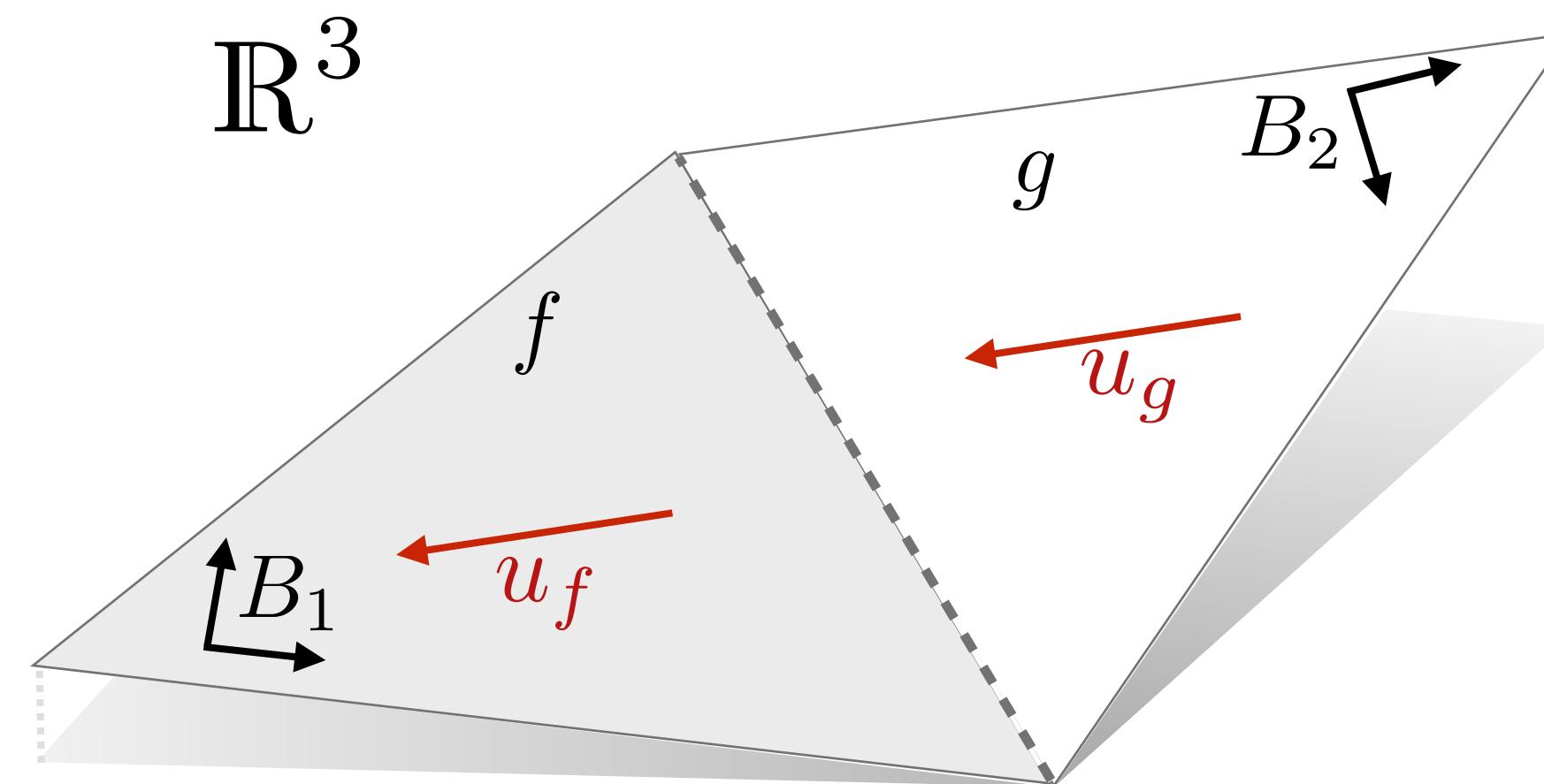


**Paint constraint vectors
on some faces**

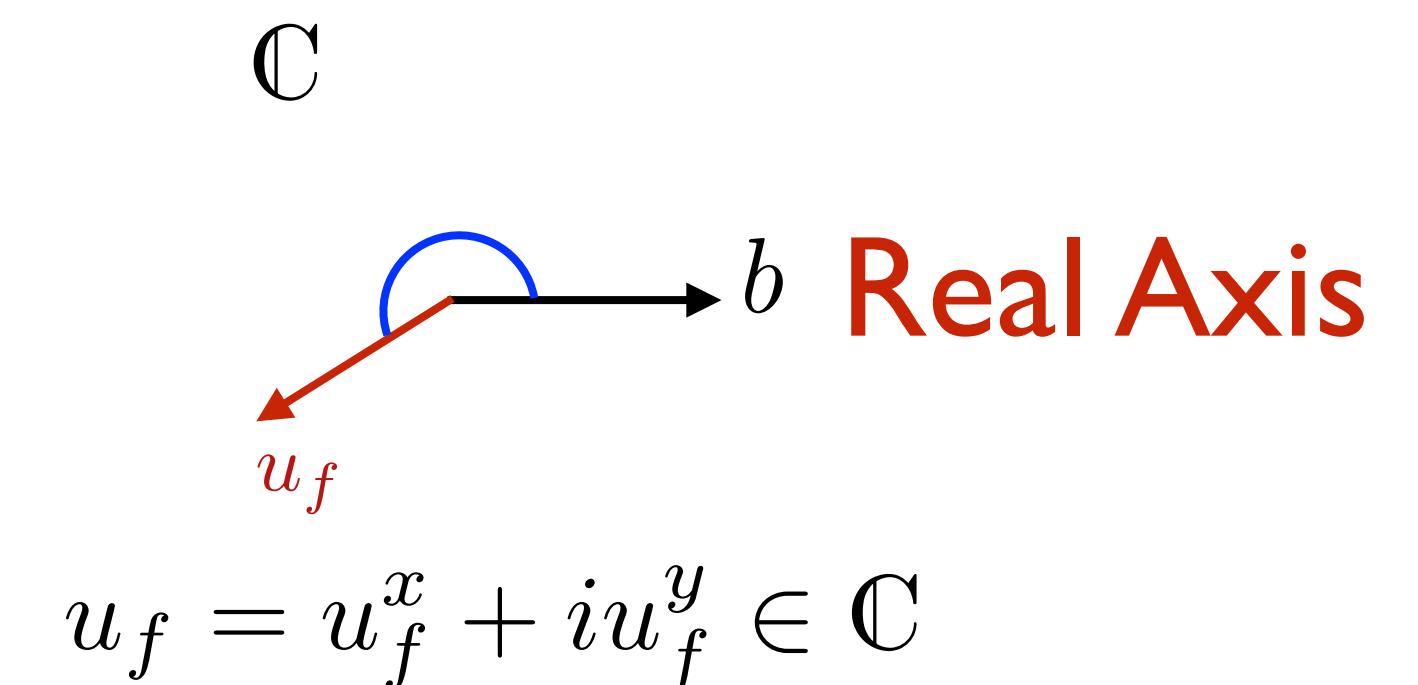
**Smoothly interpolated
field**

Vector Field Representation

- Tangent vector per triangle:
represent in an arbitrary local basis for each triangle:

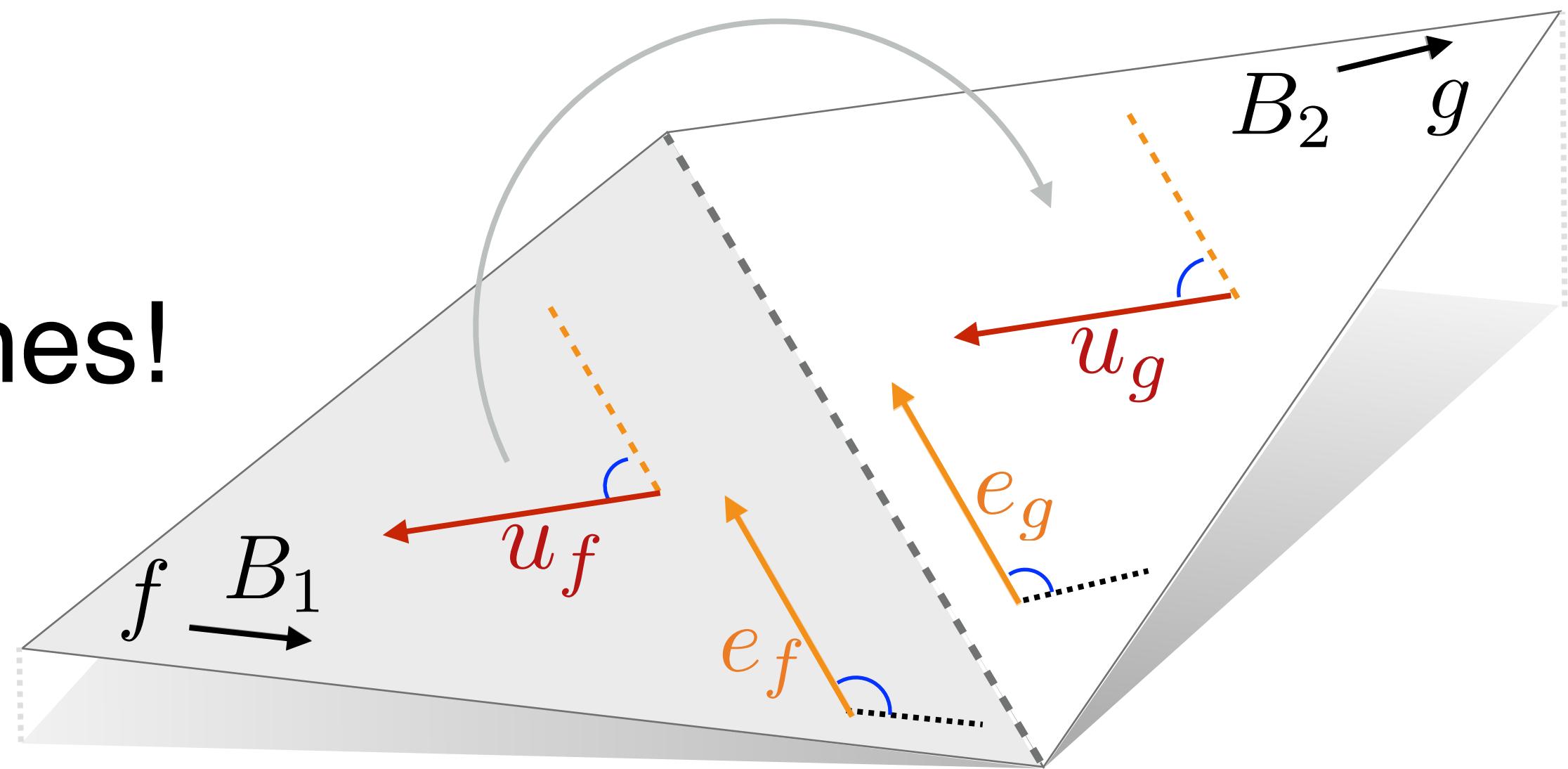


- (Optional) notation simplification:
Vector = complex number
(Tangent plane = complex plane)



Vector Field Smoothness

- Try to keep vectors constant
- Vectors lie in different tangent planes!
Must transport to compare.
- Idea: unfold triangle pair along shared edge, compare vectors
- Equivalent: represent vectors in orthonormal basis determined by shared edge.
(Rotate so shared edge is real axis)



Vectors in
common basis:

$$\tilde{u}_f = u_f \bar{e}_f$$

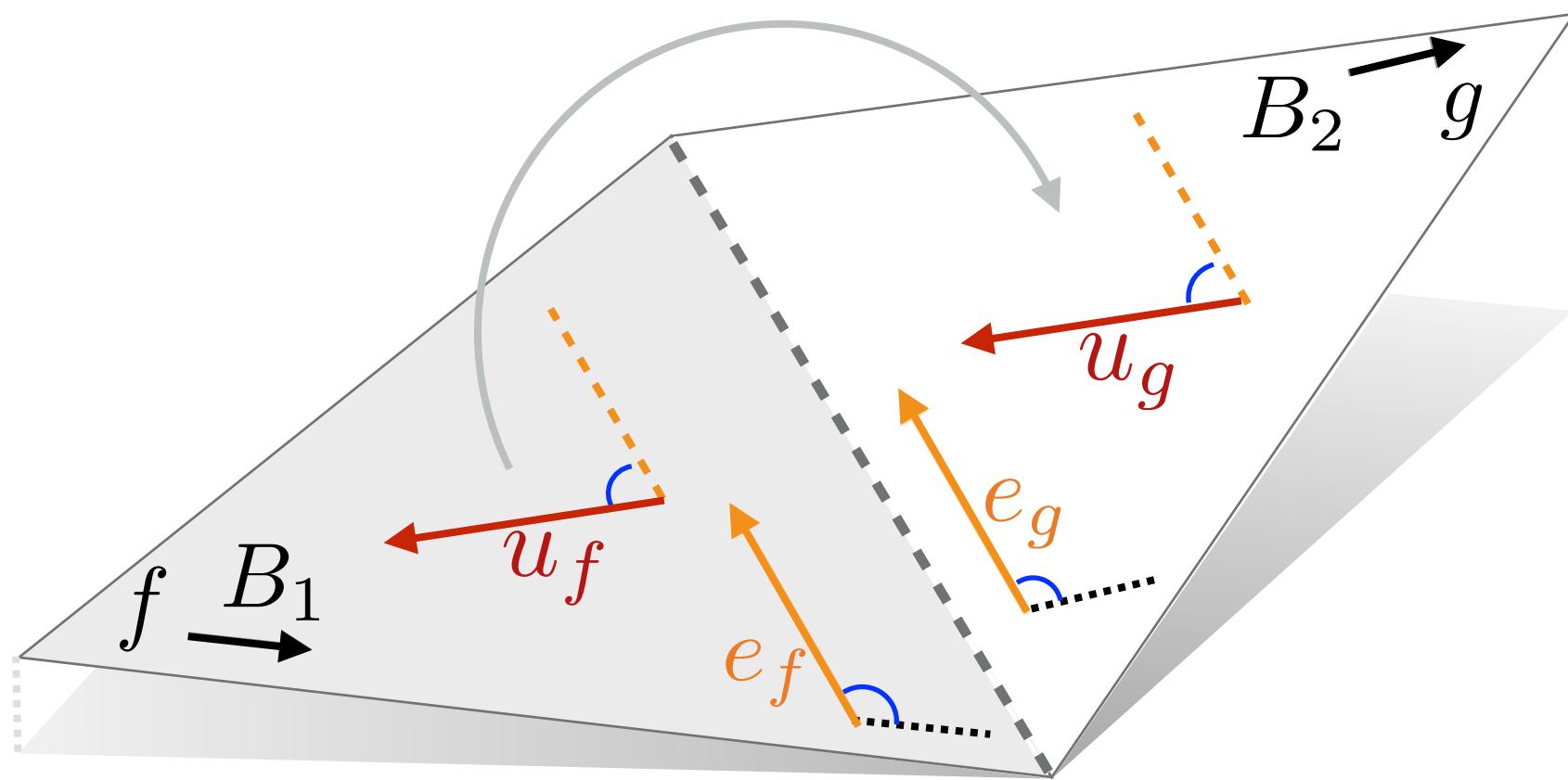
$$\tilde{u}_g = u_g \bar{e}_g$$

$$|\tilde{u}_f - \tilde{u}_g|^2$$

Since for unit
complex numbers:

$$e_f^{-1} = \bar{e}_f$$

Vector Field Smoothness



- Minimize non-smoothness across all edges:

$$\sum_{\text{edge } (f,g)} |u_f \bar{e}_f - u_g \bar{e}_g|^2 = \sum_{\text{edge } (f,g)} [\bar{u}_f \quad \bar{u}_g] Q_{fg} \begin{bmatrix} u_f \\ u_g \end{bmatrix}$$

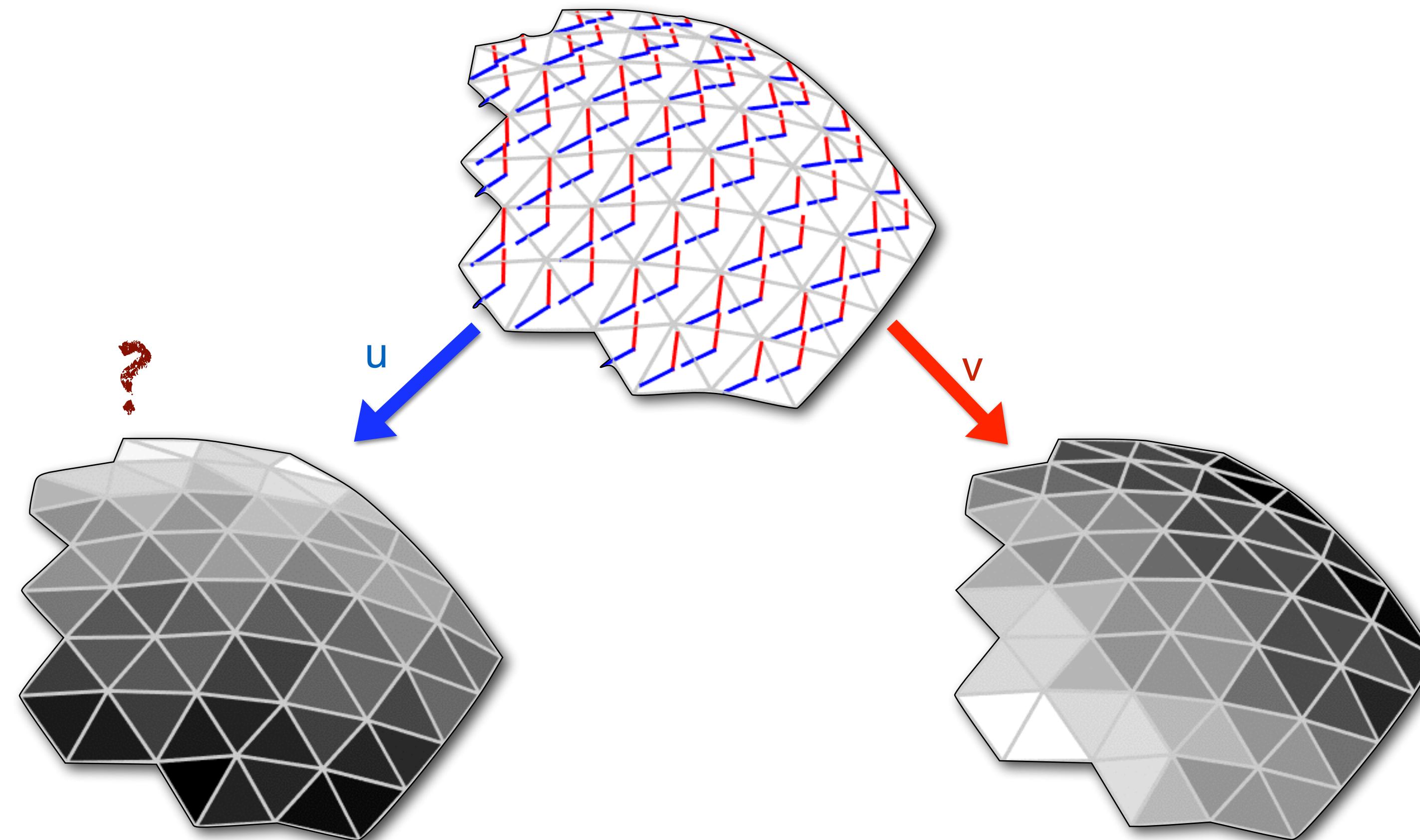
- Can be re-written as one large complex quadratic form:

$$\min_{\mathbf{u}|_{cf}=\vec{c}} \mathbf{u}^* Q \mathbf{u} \iff \frac{\partial}{\partial \bar{\mathbf{u}}} \mathbf{u}^* Q \mathbf{u} = Q \mathbf{u} = 0$$

Complex equiv to gradient

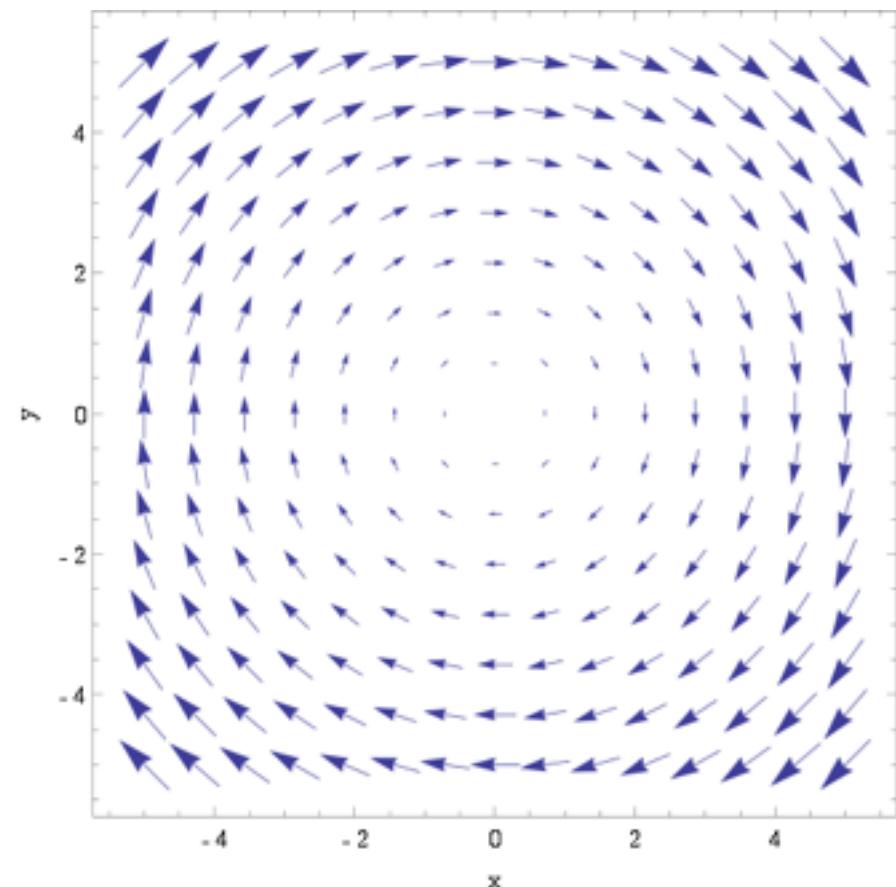
Step 2: Scalar Field Design

- Find a scalar field whose gradients match the vector field:

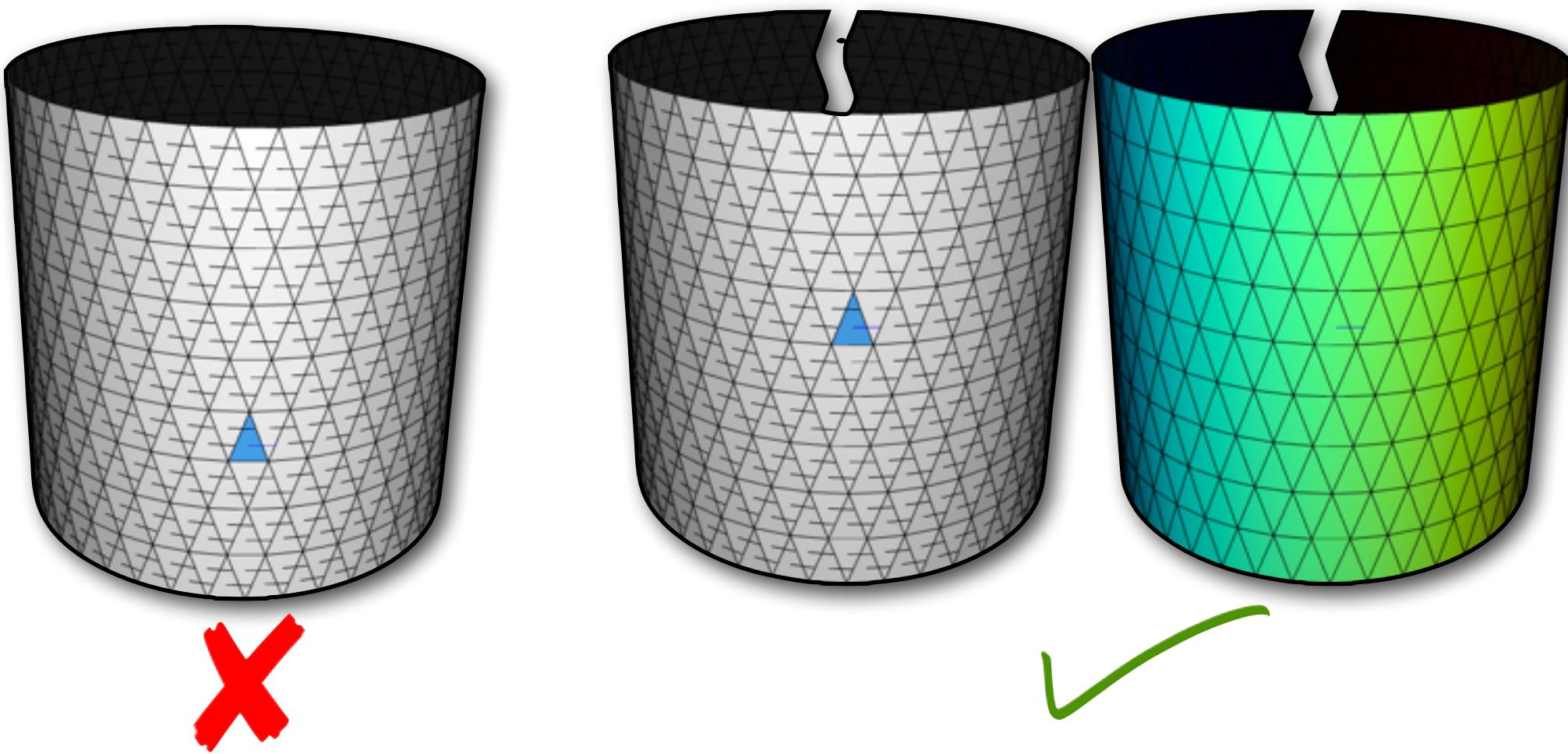


Integrating the Vector Field

- Why not just assign zero to some vertex and “integrate” the vector field outward to get all other vertex values?
- Problem: most vector fields are not actually integrable (i.e. not the gradient of a scalar field)
- This can happen for local or global reasons:



Local: nonzero curl



Global: non-simply-connected domains

Integrating the Vector Field

- **The fix:** integrate in the “least-squares sense”

$$\min \sum_{\text{face } t} w_t \|\mathbf{g}_t - \mathbf{u}_t\|^2 \quad \mathbf{g}_t = \nabla f|_t$$

- This turns out to be equivalent to the Poisson equation:

$$\nabla \cdot \nabla f = \nabla \cdot u \quad \text{in } M$$

$$n \cdot \nabla f = n \cdot u \quad \text{on } \partial M$$

- Can also be written as a quadratic form:

$$\frac{1}{2} \mathbf{f}^T K \mathbf{f} + \mathbf{f}^T \mathbf{b} + c$$

- Only determined up to constant: fix one vertex to zero!

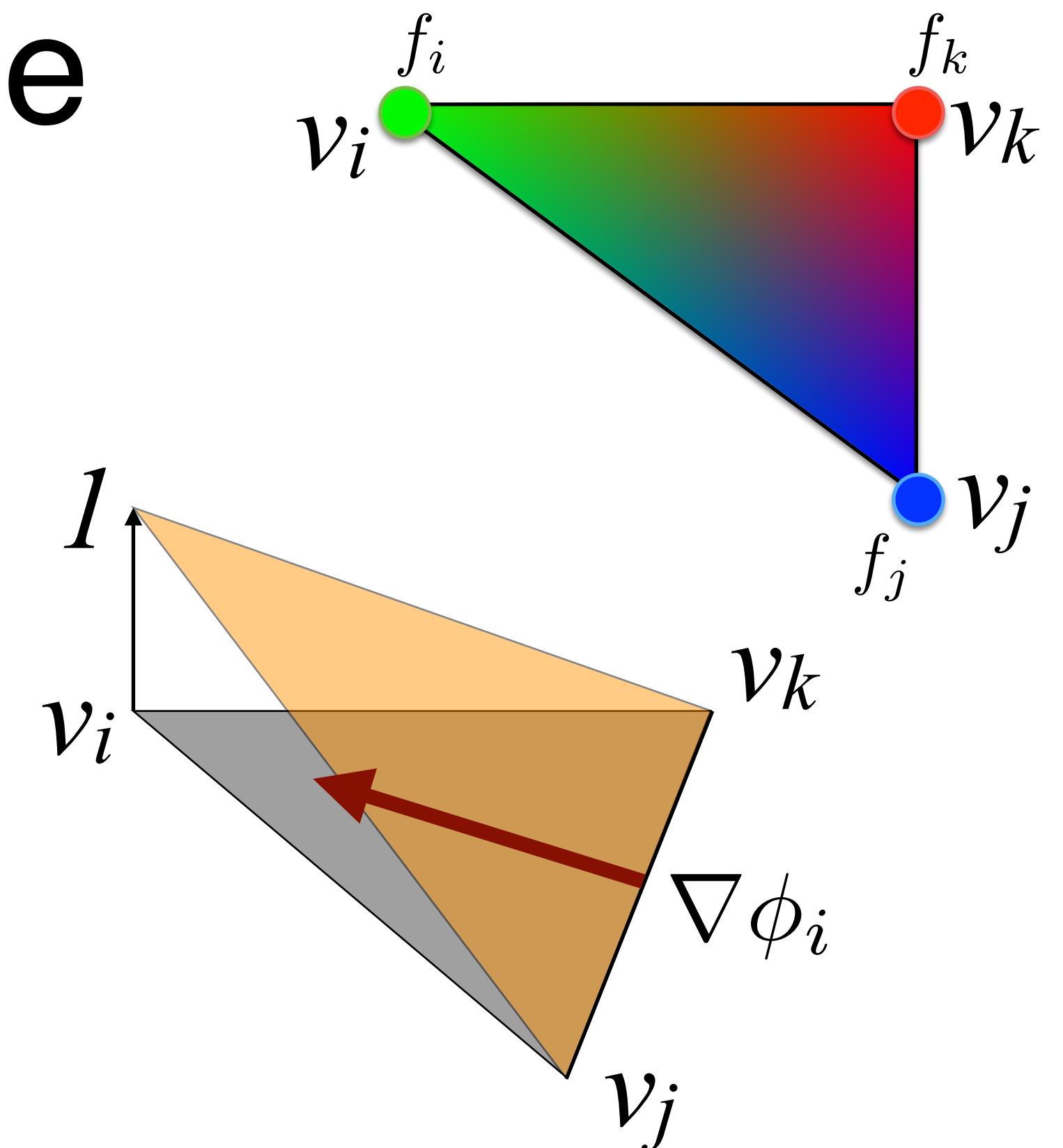
Expressing as Quadratic Form

$$\min \sum_{\text{face } t} w_t \|\mathbf{g}_t - \mathbf{u}_t\|^2 \quad \mathbf{g}_t = \nabla f|_t$$

- Recall, piecewise linear f can be written as a sum of “hat” basis functions:

$$f(x) = f_i \phi_i(x) + f_j \phi_j(x) + f_k \phi_k(x)$$

$$\nabla f(x) = f_i \nabla \phi_i(x) + f_j \nabla \phi_j(x) + f_k \nabla \phi_k(x)$$



The “Gradient Matrix”

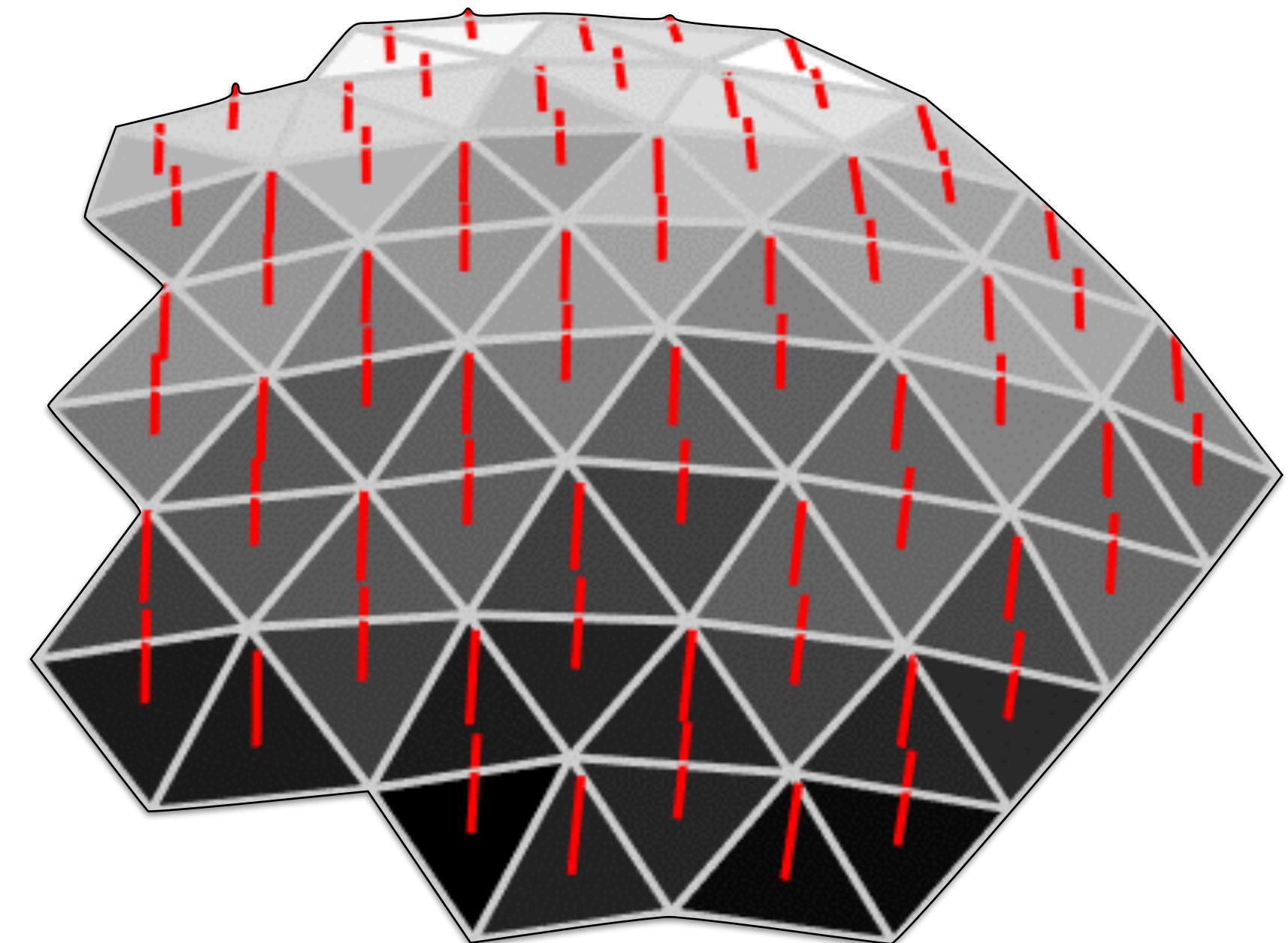
- So the gradient is just a linear combination of vertex scalar field values

$$\begin{bmatrix} \frac{\partial f}{\partial x} \Big|_{t_1} \\ \vdots \\ \frac{\partial f}{\partial x} \Big|_{t_{\#F}} \\ \frac{\partial f}{\partial y} \Big|_{t_1} \\ \vdots \\ \frac{\partial f}{\partial z} \Big|_{t_{\#F}} \end{bmatrix} = G \begin{bmatrix} f|_{v_1} \\ \vdots \\ f|_{v_{\#V}} \end{bmatrix}$$

$3\#F \times 1$

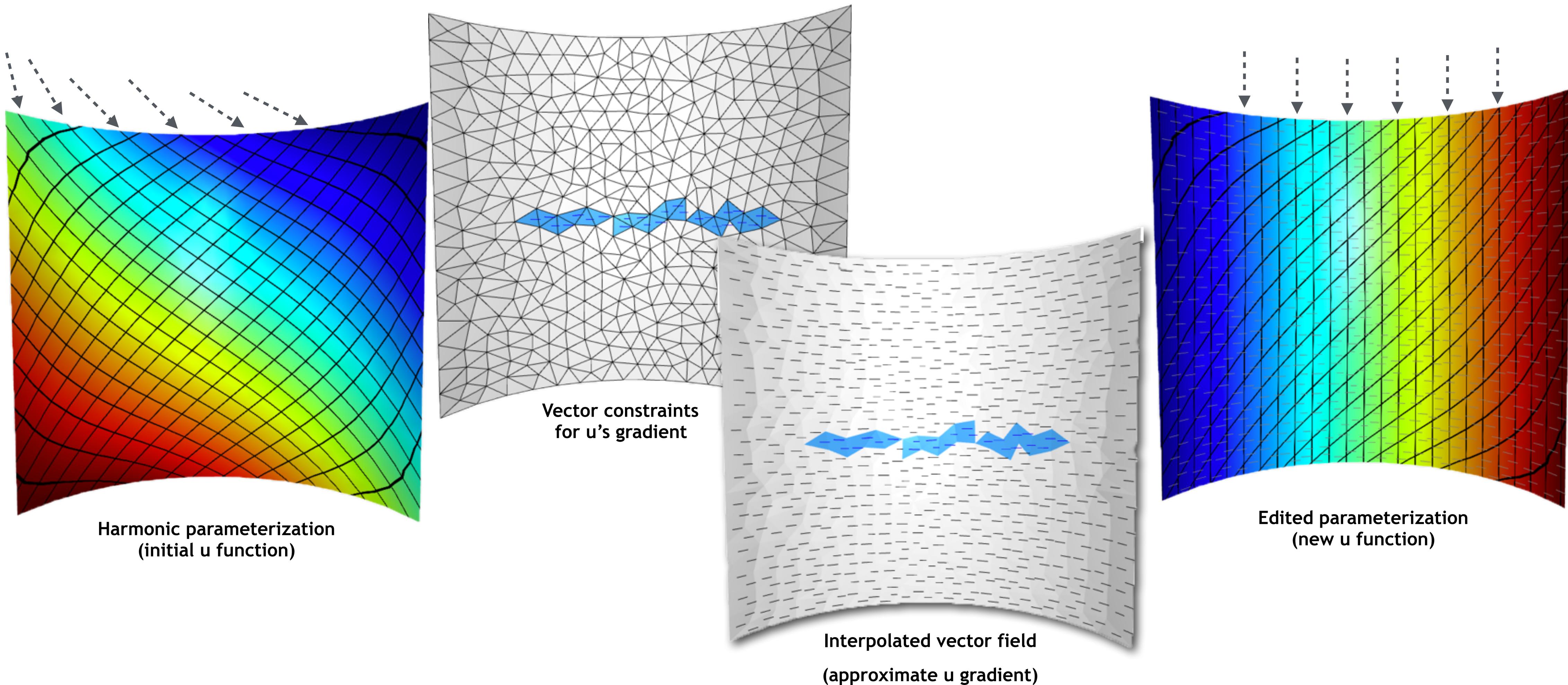
G
 $3\#F \times \#V$

**Maps per-vertex scalars
to per-triangle gradient
vectors**



```
void igl::grad(const Eigen::MatrixXd &V,  
               const Eigen::MatrixXi &F,  
               Eigen::SparseMatrix<double> &G);
```

Application: Edit Parameterizations



Equality Constraints

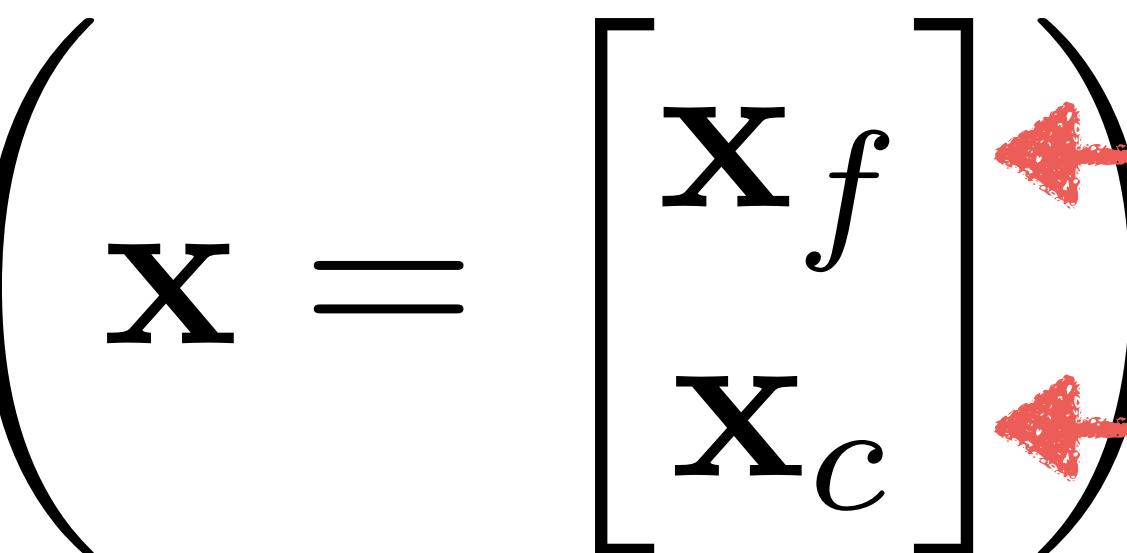
- Both steps involve equality constraints
 - Painted vectors on constrained faces
 - Scalar field value on single vertex fixed to zero
- Two approaches:
 - Lagrange multipliers (standard approach)
 - Variable elimination (much more efficient here)

Variable Elimination via Row/Col Removal

- I'll derive this since it's less discussed than Lagrange multipliers
- Most efficient way to fix variables to constants:

$$\min_{\mathbf{x}} \frac{1}{2} \mathbf{x}^T A \mathbf{x} - \mathbf{b}^T \mathbf{x} + c \quad \text{s.t. } \mathbf{x}_c = \mathbf{d}$$

$$\mathbf{x} = \begin{bmatrix} \mathbf{x}_f \\ \mathbf{x}_c \end{bmatrix}$$



Free Variables

Constrained Variables

- For derivation, assume vars ordered like this;
Trick works for any ordering



Row/Col Removal

$$\frac{1}{2}\mathbf{x}^T A \mathbf{x} - \mathbf{b}^T \mathbf{x} + c$$

$$= \frac{1}{2} \begin{bmatrix} \mathbf{x}_f^T & \mathbf{x}_c^T \end{bmatrix} \begin{bmatrix} A_{ff} & A_{fc} \\ A_{cf} & A_{cc} \end{bmatrix} \begin{bmatrix} \mathbf{x}_f \\ \mathbf{x}_c \end{bmatrix} - \begin{bmatrix} \mathbf{b}_f^T & \mathbf{b}_c^T \end{bmatrix} \begin{bmatrix} \mathbf{x}_f \\ \mathbf{x}_c \end{bmatrix} + c$$

const **const**

$$= \frac{1}{2} (\mathbf{x}_f^T A_{ff} \mathbf{x}_f + 2\mathbf{x}_f^T A_{fc} \mathbf{x}_c + \mathbf{x}_c^T A_{cc} \mathbf{x}_c) - \mathbf{b}_f^T \mathbf{x}_f - \mathbf{b}_c^T \mathbf{x}_c + c$$

$$\min_{\mathbf{x}_f} \implies 0 = A_{ff} \mathbf{x}_f - A_{fc} \mathbf{x}_c - \mathbf{b}_f$$

$$\tilde{A} \tilde{\mathbf{x}} = \tilde{\mathbf{b}}$$

$$\tilde{A} = A_{ff} \quad \tilde{\mathbf{x}} = \mathbf{x}_f \quad \tilde{\mathbf{b}} = \mathbf{b}_f + A_{fc} \mathbf{x}_c$$

Rows/cols corresponding to
fixed variables removed!

Columns corresponding to
fixed vars contribute to RHS



Eigen Complex Sparse Matrices

```
Eigen::SparseMatrix<std::complex<double> > Q;
```

```
Eigen::SparseLU< Eigen::SparseMatrix<std::complex<double> > > solver;
```

Questions?